

The greatest games on the App Store reviewed by leading videogame experts

iPhone Games Directory

All new for
iPhone
3Gs and
OS 3.0



Volume one

Featuring over 240 of the
very best iPhone games



Action

Arcade

Board

Casino

Educational

Family

Music

Puzzle

Role Playing

Sports

Strategy

iPhone Games Directory

The ultimate guide to the very best games on iPhone and iPod touch

180 pages
of the very
best iPhone
games, from
the makers of
iCreate

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IMAGINE

PUBLISHING



[App Store](#)[Contents](#)

iPhone Games Directory Vol 1

Your guide to the best
games for the iPhone
and iPod Touch





contents

Inside this book

The hottest game downloads from the iTunes App Store...

8 Action

The best in explosive, adrenaline-fuelled apps

16 Adventure

Go on quests to save the world and get the highest score

26 Arcade

There's no school like the old school as these apps prove

36 Board

Retro fun revived with these amazing games

46 Card

Classic games, centuries old on the world's best device

54 Casino

Fancy gambling but without losing money? Try these

62 Dice

Why don't you try your luck with these useful apps?

70 Educational

Learn while you play, or just play. The choice is yours

78 Family & Kids

iPhone and iPod touch fun for all ages

88 Music

It's non-stop rhythm action craziness with these apps

96 Puzzle

Figure these games out and you're smarter than us

106 Racing

Fed up with the rat race? Then take it out on the track

116 RPG

Role-playing your thing? Then look no further than these apps

126 Sim

Games reflecting life? We're not sure, but it's great fun anyway

136 Sport

Live out your sporting fantasies on your smartphone

146 Strategy

Use your smarts to win the day with these awesome apps

156 Trivia

Pop quiz: what's the best kind of iPhone game app around?

166 Word

It's anagram heaven with these addictive games

Action Games

From the foul-mouthed Duke to Armado the jumping armadillo, this section has everything fans of action and shooting games could possibly ask for, and all in the palm of their hands





From the wonderful *Metal Gear Solid Touch* to the equally impressive *Assassin's Creed: Altair's Chronicles*, you'll find the top iPhone adaptations of some of the most popular action games of all time in this section. However, as well as these well-known titles there are also plenty of hidden gems on offer as well. We've got *Gangstar: West Coast Hustle*, which is the closest you'll get to *Grand Theft Auto* on your iPhone, and the pick-up-and-play goodness of *Minigore*, which features the likeable, block-headed John Gore taking either his shotgun or his machine gun to the 'Furries'. But that's not all! Other standout titles in this section include

Gameloft's brilliant *Blades Of Glory*, the 'best beat-'em-up on the App Store'. And the talented Gameloft also tries its hand at adapting big-name developer Ubisoft's massively popular console game *Brothers In Arms* to the iPhone and you'll be pleasantly surprised by the results. The foul-mouthed Duke Nukem makes an appearance, while the addictive *Cannon Challenge* should ensure that you don't put down your iPhone until the battery is dead. So, if you're crying out for some action and excitement on your daily commute to work then you could do a lot worse than check out some of the titles on offer here.

Price: £2.99/\$5.99 Developer: Kojima Productions

Metal Gear Solid Touch

Solid Snake in the palm of your hand



Kojima's first iPhone game caused plenty of controversy when it was first announced, mainly because Xbox fanboys thought it was a new game for Microsoft's 360. Their loss is our gain, however, for *Metal Gear Solid Touch* proves to be an interesting take on the lightgun-styled games that are constantly popping up on Apple's machine. Even if it's not quite as sophisticated as we were hoping from the director of Konami's insanely popular franchise.

Loosely based on events from *Metal Gear Solid 4*, you basically have to shoot down a set amount of enemy soldiers before you can move on to the next stage. The difference here is that rather than simply tap on enemies to kill them you have to guide a

reticule over them, meaning that the same degree of skill that can be found in normal lightgun games is present.

Pinch the screen and you can switch between weapons, tap the screen to shoot and taking your finger off will allow Snake to hide behind cover and eventually recover life. It's an extremely fluid system that's further enhanced by some truly impressive visuals and plenty of familiar music and sound effects from the *Metal Gear Solid* world.

Indeed, *Metal Gear Solid Touch's* visuals still look cutting edge on the iPhone's razor-sharp screen, despite the fact that the game is now over seven months old. Animation is limited but very effective, backgrounds are beautifully drawn, while effects like smoke and dust cling to the screen giving Kojima's game a really immersive feel.

Yes, you could argue that it's not going to take long to blast through the game and the gameplay itself can be incredibly simplistic at times, but that's a fault of this style of game rather than any issues on Kojima Productions' part.

It's certainly not the *Metal Gear Solid* we were expecting, but this is a perfectly enjoyable take on an age-old genre and Kojima and the rest of his team should be commended for coming up with such an enjoyable and easy-to-use interface. Fans of Snake will not be disappointed.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ The soldiers that you'll face later in the game require several hits to kill so you'll find yourselves tapping the screen wildly.



■ Pinching the screen will allow you to swap between weapons, meaning you'll be able to snipe out-of-range opponents.



■ *Metal Gear Solid Touch's* visuals look superb and easily capture the spirit of the PlayStation 3 game.



■ It's possible to block and counter your opponent's moves.



■ Surprisingly the virtual D-pad works perfectly using touch controls.

Price: £3.99/\$6.99 Developer: Gameloft

Blades of Fury

A polished and feature-packed beat-'em-up



Gameloft must have some voodoo hidden up its sleeves. Against all odds it's managed to craft what's possibly the best control scheme for a beat-'em-up on the iPhone. The game offers the choice of a virtual joystick or D-pad for movement, with buttons on the right-hand side of the screen to control your attacks and defences. Using these it's easily possible to build up special attacks and combos. There are ten characters to choose from, each with their own set of weapons and moves. The game offers story, arcade, survival and practice modes, plus a multiplayer mode allowing two players to battle over Wi-Fi or Bluetooth. As you may have noticed from the screenshots on this page, the graphics are polished and sublime, and thankfully everything runs at a steady frame rate. Put simply, this is the greatest fighting game to be found in the App Store.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price £3.99/\$6.99 Developer: Capcom

Resident Evil 4 Mobile Edition

Fiddly but the old Resi Evil magic is still there



Resident Evil Degeneration did the impossible and proved Capcom's hit franchise could work on the iPhone, even with a few little niggles. Instead of trying to emulate the original GameCube game, this effort instead takes some of its most exciting moments and uses some wisely placed controls – that only occasionally let you down – to deliver an exhilarating slice of action. While it can look visually impressive at times, shortcuts have been made so that the game runs as smoothly as possible. Still, the game's many bosses look impressive and the icon-driven interface enables you to run, shoot, stab enemies and pick up objects far easier than you could in *Degeneration* – although to be fair it's still far from perfect. The price is a little steep and its occasionally stiff controls will give the iPhone haters plenty of ammunition, but this is still a resoundingly good effort. More please Capcom.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Context-sensitive controls make battling the Los Ganados rather easy.



Duke Nukem 3D

Price: £1.79/\$2.99 Developer: MachineWorks Northwest LLC

It's time to kick ass and chew bubble gum



■ Can you guess what the two control sticks are meant to represent?



A perfect port of the original *Duke Nukem* PC game – one-liners and humour fully intact – this is a classic example of when control methods don't quite live up to expectations.

The game offers the choice of analogue or digital on-screen controls, the analogue controls bordering the screen as buttons and the digital method appearing as two control sticks – one for movement and one for aiming. Problems arise when trying to slide the control sticks. The game has trouble registering the movement of your fingers across the screen, resulting in frustrating taps to get Duke to move. We should note, however, that a patch is promised that will improve controls and the inconsistent frame rate.

Even with the problems listed above, it's hard not to be charmed by this shooter. With all three original episodes of the game, plus the four difficulty levels, there's a wealth of gameplay here.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: £4.99/\$4.99 Developer: Digital Legends

Kroll

Advanced arcade action on the iPhone



There was much to do when the first 3D scrolling game came to the iPhone. Digital Legends Entertainment (the game's maker) claims the graphics to be the most advanced of any game on a mobile device so far and while it certainly looks good the beat-'em-up gameplay leaves a little to be desired. Much like the coin-operated games of the Eighties and Nineties, the basic controls of *Kroll* are left and right movement with two levels of attack. End-of-level bosses make things a little different with strategic taps needed to avoid being crushed, although the user's control over the actual combat at this stage is somewhat limited.

All in all, *Kroll* will be a great time-waster for those who used to spend countless amounts at the arcade, but it may not keep dedicated gamers hooked for very long. This game will no doubt pave the way for a host of brilliant scrolling games on the iPhone, unfortunately, *Kroll* just isn't the finished article.



■ The graphics in this game are excellent and gameplay is very good, but by no means perfect.



Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



Wild West Guns

Price: £0.59/\$0.99

Developer: Gameloft

Are you a quick draw? You'll need to be...



Everything about this style of game says that it should get very boring incredibly quickly. You simply have to tap the screen to shoot an object. Gameloft has done itself proud, though, by using the Wild West theme very well and creating some incredibly cool moving levels that keep you on your toes, waiting for your foes to reveal themselves so you can blast them to smithereens. You start off slowly, shooting badges and sombreros, but it is not very long at all before you are chasing trains and shooting Native Americans off of horses. On top of that, Gameloft also throws in a few extras for you to sharp-shoot while you're busy battling the baddies. If you ever enjoyed *Time Crisis*, then you will certainly get a kick out of this. It's fast paced, a lot of fun and a great exercise in hand-to-eye co-ordination and reactions. Not to mention that you get to shoot at some varmints, too.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★



Price: Free Developer: Discovery Interactive Technology

So addictive that you'll put your life on hold

Cannon Challenge



■ This app may look simple but that just makes it even better.



Cannon Challenge is one of those games that you just don't want to put down until you've completed every single last level and even then there's a good chance you'll want to pick it up all over again once you've finished it. The premise is really rather simple: blow everything up. You have controls on your tank for both trajectory and velocity, which you must alter to hit each of the targets in the level. You have 15 shells per level and there are 15 levels to negotiate in total. On top of that, you also have to alter the way you fire each shot to avoid hitting cliffs and rocks and various other obstacles that stand in your way. As you reach the later levels on *Cannon Challenge* you will need to have ever greater levels of accuracy and timing to proceed, and ramping up the difficulty even further, there are even moving targets towards the end! This game is stunningly simple and devastatingly brilliant. Download it. Download it now!

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★



App Store | Action

Price: £0.59/\$0.99 Developer: Chillingo/Mountain Sheep

Minigore

All action assault with a touch of humour



Pick-up-and-play gaming has returned to the iPhone at last. While we're always excited to see apps that push the boundaries of portable gaming, there's still a lot to be said for games you can instantly get involved in. *Minigore* is one such game; simple, effective and great looking.

You take on the role of John Gore who has to defend himself from onrushing creatures named 'Furies' of which there are several different types. One bite from a Fury sees damage done to your character, allow a second and you're Fury food.

Control-wise, *Minigore* provides two pads at the lower left and right of the screen when held horizontally. The left controls the character's movement, while the right fires and aims your gun. As

game controls go, this is the perfect method for the type of frantic survival tactics you'll need when playing *Minigore* and the game reacts well and plays fluidly.

Concentration and a cool head are required as the Furies get bigger and more numerous. Four different enemies are ready to take a bite out of John Gore: the Minifurry, Fury, Giant Fury and the Firefury. As you progress you'll find four-leaf clovers, three of which will offer you a burst of invincibility. Aside from your machine gun, you can also collect a shotgun which does a decent amount of damage. Weapons appear as crates which you'll find scattered around the landscape and they can also be used as a handy explosive device when repeatedly shot which can reduce the pressure as things get hectic.

This is a true pick-up-and-play game. Easy to get into, hard to put down. When you start playing, you may think you'll tire of the same map, weapons and features but, just wait until you realise *Minigore* has taken so much of your time that you haven't eaten in three days. Regardless, the game is due for an update anyway, with episode two already submitted to the App Store boasting new abilities and save/restore features and episodes three and four are on their way with multiplayer among other updates.

All this and the application is still only 59p (\$0.99), which makes *Minigore* even easier to get hooked on.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



■ *Minigore* is pick-up-and-play gaming at its best on the iPhone, with you playing the role of square-headed hero John Gore.



■ As John Gore you must defend yourself from the Furies. As well as having a machine gun, you'll also be able to do some serious damage with a shotgun.



■ The blue pad on the left controls John Gore's movement, while the red pad on the right aims his gun.

Price: £3.49/\$5.99 Developer: Gameloft

Brothers In Arms

A popular console game on your iPhone



This is a port of a massively popular console franchise from Ubisoft and it's almost certainly going to be a huge hit on the iPhone, too. Not only does the first-person action work extremely well, but the ability to complete actions using the accelerometer adds a whole new dimension. *Brothers In Arms* sees you take on the role of a soldier from World War II and it will have you battling it out in various war zones across Europe. The controls are fairly straightforward: you have a directional circle on the left of your iPhone's screen to move around with, and a Fire button and Grenade button on the right of the screen. It takes a little while to get used to the game's controls as there's no tactile feedback like you get with a standard gamepad. The graphics in *Brothers In Arms* are top-notch, as is the sound, and for £3.49 you're guaranteed a great iPhone gaming experience.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★	★★★★

Overall Rating ★★★★★



■ Get in among the action with this fast-paced app.



■ Due to its quality, *Brothers In Arms* should prove to be a hit on the iPhone.



■ *Armado* has all the fun that a jumping armadillo can offer, and that's quite a lot!

Price: £1.79/\$1.99 Developer: Tricky Software

Armado

Adventure calls the armadillo, will you answer?



Armado is an armadillo who is both tough and quick, and it's your job to guide him through various perilous levels in this enjoyable game from Tricky Software. Platform games are a difficult market on the iPhone because of the lack of physical buttons, but *Armado* manages to get around this by using the accelerometer for controlling Armado's direction and a single screen tap to make him jump. This is an incredibly enjoyable app and a lot of fun to play. The controls in *Armado* are intuitive and easy to manage, and the graphics are also very impressive for an iPhone game. Getting the timing right for jumps is a little bit tricky to begin with and can cause a bit of frustration, but that's all part of the fun. If you're wary of spending the £1.79 you can try a Lite version for free that'll adequately whet your appetite. Not an all-time favourite, but very enjoyable all the same.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★	★★★★

Overall Rating ★★★★★

Gangstar: West Coast Hustle

Price: £3.99/\$6.99 Developer: Gameloft

Gameloft achieves the impossible dream: GTA on the iPhone



We're seeing it but we still can't quite believe it. Gameloft has created an amazing *GTA* clone for the iPhone. Forget the top-down efforts that already exist as this is the real 3D deal. Technically incredible and with a huge open game world, *Gangstar* is an utterly superb title that shows just how much untapped potential the iPhone still has.

Plot-wise, it's as generic as they come, but still entertains as you steer a low-level crim named PThug to notoriety. Missions are varied and range from simple deliveries to extravagant hits, while the colourful characters you interact with are just as memorable as those from *GTA*. Even combat is extremely good thanks to a great lock-on system that makes scraps and gunfights a breeze.

Only a lack of side quests and the tricky accelerometer-assisted driving sections let down what is otherwise a stunning achievement. More please Gameloft.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★★	★★★★	★★★

Overall Rating ★★★★★



■ Combat and shooting biatches is easy thanks to *Gangstar's* solid lock-on controls.

■ Vehicles are accelerometer based and require a hell of a lot of time to get used to.

Price: £3.99/\$6.99 Developer: Readdle

Penetrator

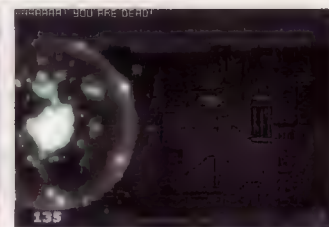
You need to be on your game to master this tough app



Basically, all you really need to know about *Penetrator* is that it is a tough game. The premise is pretty simple – all you have to do is complete a scrolling level by negotiating obstacles in your flying ship. However, it's the controls that make this game incredibly tough. You only have the ability to make the ship rise with a touch of your finger on the screen, but once you let go, the ship will fall right back down to Earth again. The frustration that this game has caused us is beyond belief. It's good fun, and once you get the hang of it you will be literally flying and if you're looking for a game that will really challenge you and can have you going back again and again, then this app by Readdle is definitely it. It's well worth the money just to see if you can complete the first level, let alone complete the entire game. *Penetrator* is a very cool app that will have you happy to return for more frustration and punishment.



■ If you get past the first level, you're better than us.



Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★★	★★★	★★★★★

Overall Rating ★★★★★



Assassin's Creed: Altair's Chronicles



■ Considering the price, six hours of gameplay is a fantastic bang for your buck.

■ Fighting is enjoyable throughout and has far more depth than it has any right to.

Price: £2.99/\$4.99 Developer:

The path of the assassin stretches to the iPhone



There are sceptics out there who claim the iPhone isn't capable of being a handheld gaming device; *Assassin's Creed* is the perfect evidence against such cynicism. Based on the Nintendo DS version, this is easily one of the best 'traditional' games to appear on Apple's gadget. Following a similar template to the original, it sees Altair hunting down an artefact known as 'the chalice' in the hope of bringing The Crusades to an end. Controlling our protagonist with the ever more common on-screen stick and buttons, it's remarkably easy to get comfortable with and only enhances the experience. Whether using stealth to creep past enemies or encountering them head-on, it's surprising how solid *Assassin's Creed* is on every level and a credit to Gameloft. Not only a great game in its own right, but also proof of the potential the iPhone has of being a gaming platform.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Doom Resurrection

Price:

Developer:

In space, no one can hear your ringtone



Despite their popularity, first-person shooters have unsurprisingly proven difficult to adapt to a device with no buttons whatsoever. Leave it to id Software, then, the developer that practically invented the genre, to make it work by straying furthest from its own formula.

id neatly sidesteps the problem of controlling your character by not letting you control him at all, instead opting to turn it into an on-rails rollercoaster ride, with you tilting the device to aim and tapping the four corners of the screen to fire and perform actions. Not only does it work well, but it leaves the screen clear for you to enjoy the graphics, which are some of the most impressive on the App Store to date.

Doom Resurrection isn't cheap as far as iPhone games go, but it still presents fairly decent value, with score-attack modes and an intense challenge.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★



■ The story is fairly basic stuff, but it has plenty of twists and some of the knowingly silly dialogue will still raise a smile.

Adventure Games

Whether you fancy yourself as a bit of a Guybrush Threepwood or if you simply enjoy solving puzzles and problems, the games in this section should be right up your street





In *The Secret Of Monkey Island Special Edition*, we've got one of the greatest point-and-click adventure games of all time in this section. And not only is it just as good as it ever was, but it's also been given a shiny 21st Century polish that makes it look absolutely gorgeous on the iPhone. Once you're done playing through the LucasArts classic either for the first time or the fiftieth, there are lots more top games on offer to satisfy your adventure gaming needs. The addictive sequel *Rolando 2: Quest For The Golden Orchid* is an absolute must-have and despite its rather costly £3.49 price point you won't be disappointed as it offers more than

many modern full-price console games. Don Bluth's beautifully animated *Space Ace* also features, however, unlike *The Secret Of Monkey Island* you won't be as pleased to be playing this again. It still looks as pretty as ever but just doesn't transfer to the iPhone as we would have liked. If playing god on a small scale is your thing then *Pocket God* is well worth investing in, while the simple-looking *Duck Shoot* will pleasantly surprise many who are quick to judge a book by its cover. So, if you're looking to while away a few hours and are in the mood for some adventuring, there are plenty of top apps here for you to explore.

Price: £4.99/\$7.99 Developer: LucasArts

The Secret Of Monkey Island Special Edition

LucasArts' point-and-click adventure finds a new home



We're not sure why it's taken so long for LucasArts to realise that it's sitting on a back catalogue gold mine, but we're glad it has finally seen the light. Indeed, with its swanky new high-definition visuals, amazing voice acting and truly excellent audio, this is LucasArts' hilarious adventure but as you've never seen or heard it before.

The iPod's screen makes walking around and interacting with the residents of Melee Island an absolute breeze thanks to a clean and easy-to-use interface that's almost as fluid as using a mouse. The visuals are also excellent, giving the 19-year-old game a new

lease of life that easily allows it to hold its ground against some of the iPhone's swankier-looking apps.

For many, though, it's the voice acting that will impress the most. Voiced by series' regulars like Dominic Armato and Earl Boen, it greatly enhances what was already an extremely humorous game and proves that occasionally it is possible to teach an old dog new tricks. Add to this a fantastic new score and LucasArts should be commended for the sheer amount of care and attention that it has poured into one of its best-loved titles.

If you're not a fan of the new look and sound then a simple swipe of the screen will revert the visuals and audio back to how it appeared nearly two decades ago. It's a little disappointing that the cracking speech isn't used for the original, but you can't really blame LucasArts for wanting to keep it as authentic as possible.

Even if *Monkey Island* retained its original look it would still get five stars from us because it remains one of the best examples of the genre that gamers have ever seen. The fact that the extremely clever puzzles, memorable characters and funny plot can now be enjoyed by a new generation of gamers just makes it all the sweeter. Absolutely essential, even with its slightly hefty price tag.

Ratings

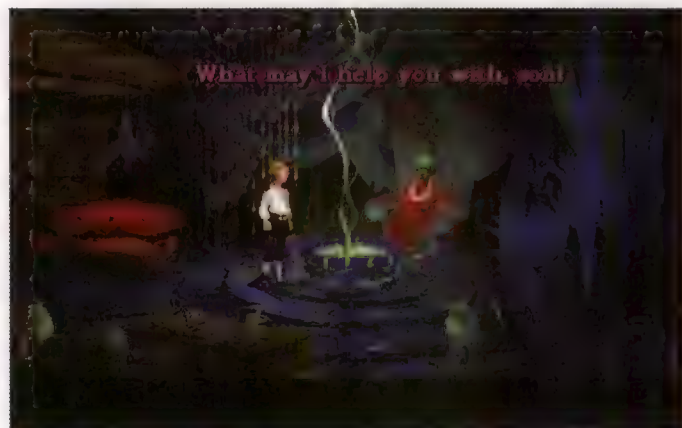
Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★

Overall Rating ★★★★★



■ You can't hear it here but the newly recorded speech is absolutely brilliant.



■ A simple swipe of your fingers across the screen and you can play the game as LucasArts originally intended.



■ *Monkey Island* is filled with numerous classic characters and locations. Be sure to speak to everyone to get the most out of it.



Duck Shoot

Price: £0.59/\$0.99

Developer: Carnival Labs Limited

Roll up, roll up, for all the fun of the fair

■ It may look trivial, but getting good at this game requires some serious skill.



This is yet another app that has quietly crept up and surprised us. There we were, ready to swiftly put silly, childish games in their place when we loaded up *Duck Shoot* but instead we quickly got immersed in all the fun and silliness. In a stunning re-creation of a traditional fairground scene, ducks pop up and down on a circus-like backdrop and you have to shoot them by using the accelerometer to move the target, then tapping the screen to fire the gun. At the end you are told your total hits, misses and the bonus that you got. This app draws on its simplicity and it's definitely one of those apps you'll pick up when you have a minute to spare. At just 59p (with the option of a free Lite version), you'd be quackers not to buy it. Yes, we did just say that. And no, we won't be wearing a red pin-striped suit and a straw hat while playing. If you want carefree fun and a taste of the circus, download this now and get shooting.

Ratings

Longevity
★★★★☆

Fun factor
★★★★★

Controls
★★★★☆

Value
★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Bolt Creative

Pocket God

Play as a malevolent god in this intuitive app



There's a reason why *Pocket God* has sold over a million copies and been in the top ten for so long. It's one of the most charming and addictive apps you can find.

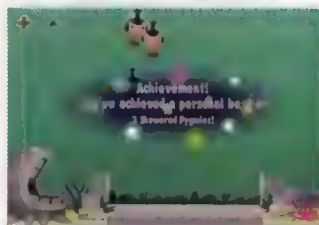
You're tasked with playing a god, and you're given an island and islanders (named Oogs) to tease, torture and play with. It's entirely intuitive; you simply prod the screen to interact with the characters and props. Being a god, you can manipulate practically everything. Change the day to night by dragging the sun below the sea. Shake your device to cause an earthquake. Or pick up an Oog and feed them to a shark. The list is endless.

What's particularly pleasing is the amount of polish present in the title. The graphics, animation and sound are perfectly suited to the subject matter. It's rare to find a title with this level of detail and attention, especially for £0.59.

At heart this is a playful app that adults and kids can enjoy.



■ These Oogs are blissfully unaware of their impending doom.



Ratings

Longevity
★★★★☆

Fun factor
★★★★★

Controls
★★★★☆

Value
★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Gameloft

Hero Of Sparta

Can you be a hero?
Sparta needs you...

 In this sumptuously designed platform game, you are a warrior. A warrior who must defeat all in his path. *Hero Of Sparta* oozes class and the animations are astounding when you consider they're being presented on a mobile phone. Controls are simple, with a directional controller for your left hand to use, while your right hand controls the attack and defend button. You get guided through the levels by a handy arrow and enemies can appear out of thin air at any time, so you must be prepared to defeat them with ruthless efficiency. What's great about this game is that it starts off nice and easy. A lot of platform games on the iPhone present far too many problems too soon, which can make them too hard for you to invest any time in. *Hero Of Sparta*, however, is well balanced and well worth its price. It looks great, plays well and is easy to dip in and out of.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★	★★★★★
Overall Rating ★★★★★			




■ The graphics in this game are seriously impressive.

■ The storyline is fun and makes the game interesting.

Price: £0.59/\$0.99 Developer: Chillingo

Nicky Boom

Old-school classic platform game gets iPhone love

 Platform games can be a difficult genre to get right on the iPhone. The lack of physical buttons means that players often have to glance down at their finger position to make sure that they're in the right place. What's even more annoying is when game makers put the control options in the way of the game. Fortunately, Chillingo has thought of this and ensured that the control portion of the screen doesn't get in the way of the action, which makes things much easier and a lot less frustrating and, therefore, a lot more enjoyable to play. So, *Nicky Boom* sees you embark on a quest through a number of classic platform levels where you not only have to defeat various enemies but you also have to find secret passageways and hidden objects. This game is great fun and absolutely worth 59 of your hard-earned pennies. A great time filler that doesn't take itself too seriously.

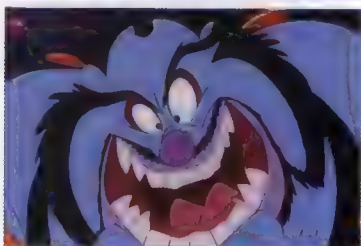
Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★	★★★★★
Overall Rating ★★★★★			



■ Battle your way through classic platform levels, throwing apples at your foes.





■ *Space Ace's* animation is breathtakingly good. No surprise really as it's by ex-Disney animator Don Bluth.

■ Just one of the many death screens that you'll be seeing... a lot.

Price: £2.99/\$6.99 Developer: Dragon's Lair LLC

Space Ace

A classic game, but there's nothing ace about this iPhone app



It's amazing to think that *Space Ace* is now a staggering 25 years old. It's also amazing that the once huge Laserdisc arcade machine, which has appeared on everything from the Amiga to Sony's Blu-ray player can now be experienced in the palm of your hand.

Sadly, *Space Ace's* simplistic gameplay is likely to have most gamers running to the hills. The visuals are spectacular, with Don Bluth's superb animation looking absolutely sensational on the iPhone's crisp screen. Audio is also impressive, with all the speech and raucous sound effects from the arcade visuals being included.

It's the gameplay where *Space Ace* suffers, however, with the quick-time event gameplay offering very little challenge (especially if you use Cadet mode, which gives you on-screen prompts). Once mastered, *Space Ace* can be completed in around ten minutes, and for £3 that simply isn't good enough.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ *Rolando* may seem pricey, but it offers more than some full-price console games.

Price: £3.49/\$5.99 Developer: ngmoco

Rolando 2: Quest For The Golden Orchid

Now this is how you do an iPhone game



If the first *Rolando* adventure set the bar high for early iPhone games, then *Rolando 2* lifts it into the stratosphere. Developer ngmoco has refined its great work, smoothing the uneven difficulty curve and filling the sequel with more great content than a dozen lesser games.

As you help the Rolandos save their kingdom, you'll tilt the phone to move, swipe to jump, and tap to use switches and bombs. It's a showpiece for how good a platform game can be when it's designed from the ground up for the iPhone, with almost every level – and there are a lot of them – using the controls in a new and interesting way. It also looks beautiful, with vibrant new 3D backdrops to the 2D gameplay.

Some might consider it a premium price compared to many iPhone games, but trust us when we say that there's more to this than a lot of full-price console games. A must-have.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: £1.79/\$2.99 Developer: Tiger Style

Spider: The Secret Of Bryce Manor

And you thought spiders were scary...



Sometimes a game comes along that's so imaginative, so beautifully designed and so much fun to play that you'll play it until your iPhone runs out of juice. *Spider* is one such game.

Taking control of one of nature's most misunderstood creepy crawlies, you're initially required to do nothing more than reach the many portals that are hidden around the beautiful, but mysterious Bryce Manor. This is achieved with simple swipes and touches of the screen that allow your eight-legged friend to either scurry around objects, or make huge daring leaps in his hunt for food.

Touch the spider first and his jump will be accompanied by a thin line of silk that trails out behind him. Join these together and

you'll be able to form webs which will capture the many insects found in each room of the huge mansion. The insects you hunt down are pretty mindless and fly directly into your webs, but as the game progresses you'll need to use different tactics in order to take down wasps and mosquitoes.

Your silk only lasts for so long, so you'll need to continually trap insects or you'll run the risk of turning into a dried out husk as your poor spider eventually starves.

With plenty of secrets to discover, a whole host of truly beautiful and well-designed rooms to explore and a clever scoring system – continually making webs without touching the ground nets large multipliers – *Spider* constantly impresses.

Although it won't take forever to discover the secret of Bryce Manor, *Spider's* longevity is assured thanks to some excellent additional modes that are unlocked once the game is completed. Feeding Frenzy gives you three minutes to get a high score, Hunger mode has you desperately trying to net and eat insects before you starve, while Precision mode gives you a set amount of thread uses and shortens its length, meaning you have to find new ways to negotiate the often huge (for a spider at least) levels.

Wonderfully inventive and boasting bags of charm, *Spider* is an excellent iPhone release that sports clever controls, excellent visuals and clever gameplay. Be sure to share a copy immediately.

Ratings

Longevity
★★★★

Fun factor
★★★★

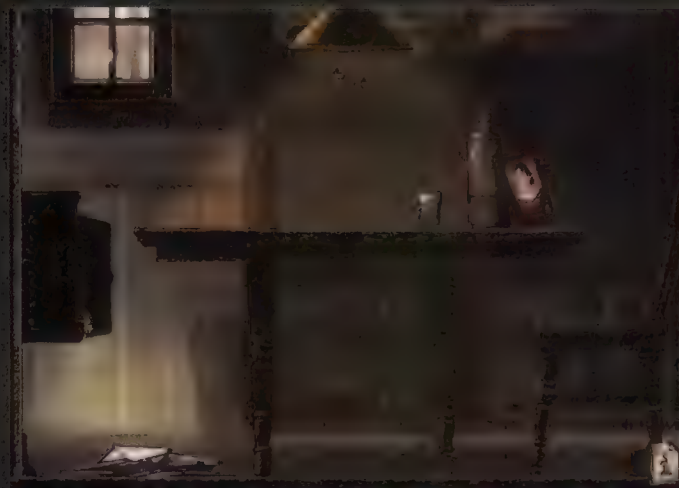
Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



The more webs you spin the bigger multipliers you can score.



Pinch the screen to get a bird's-eye view of each of *Spider's* beautiful levels.



You can't spin webs when you're hungry, so munch as many insects as possible.



Price: £1.79/\$2.99 Developer: Chillingo

Dungeon & Hero

Begin your quest and you won't want to put the iPhone down



It's time for you to face your destiny and embark on a new adventure. If you're a fan of games where you have to grow your character in the *Dungeons & Dragons* style then you'll love *Dungeon & Hero*. It sports a look very reminiscent of the early *Zelda* games and will take you from young apprentice to full-blown warrior during the course of the gameplay.

You have the choice of three characters, and you can allocate level points to certain factors as you progress through the game to balance out your skills. This is not a game for action fans, however. You will need a bit of patience to get through the first encounters and the focus is on strategy over action, but once you do you'll be rewarded with a lot of fun and some interesting quests. Remember to save your game regularly, though, as a sudden defeat could ruin all your good work. Believe us, that's a very frustrating experience!

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



The graphics in this game aren't amazing but it's the engine that will have you hooked. Go, your quest awaits...

Price: Free Developer: D Cassley and J Citron

Aurora Feint

Strategy, storytelling and much more



This was another one of the early games out on the App Store and it's seen a couple of updates to become the finished article. *Aurora Feint* is a cool game in the way that it combines the role-playing of *Dungeons & Dragons*, while having serious MMO ambitions at the same time. There's also a cool bit of strategy there, too. Essentially, it's a puzzle game and you must play through levels rearranging blocks until they explode to give you points. As you accumulate points you can level up your character and take on new challenges. For anyone who likes *Dungeons & Dragons* or *Lord Of The Rings*-style games then this is a must-have app. It's addictive, well made and now it's free. *Aurora Feint* has been so successful that its maker has even created a sequel. More on that at a later date, though. For now, download this game and get to know and love it like we have.

Ratings

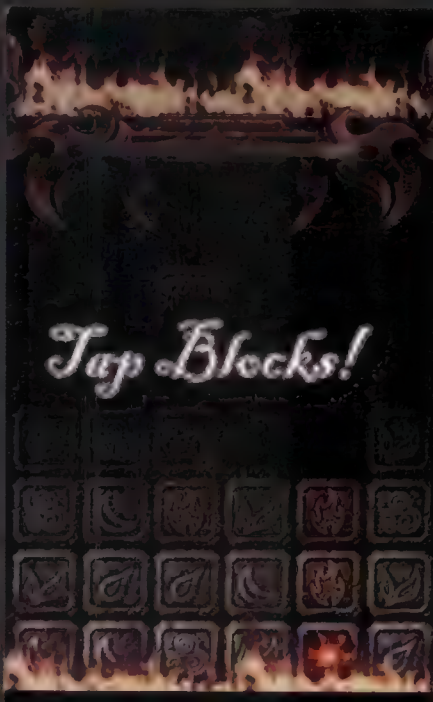
Longevity
★★★★

Fun factor
★★★★

Controls
★★

Value
★★★★

Overall Rating ★★★★★



Price: £3.49/\$4.99 Developer: Redshift

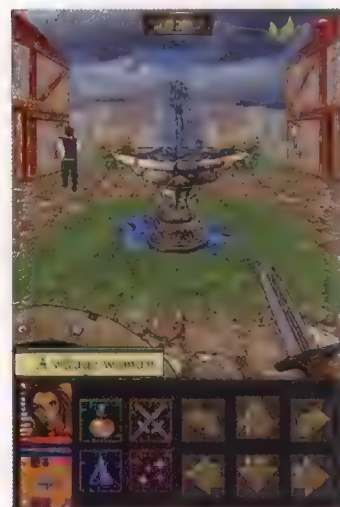
The Quest

An old-school style RPG with a massive game area to explore



Forget the comparisons to *Oblivion* that litter the App Store description of *The Quest*, this is turning back the clock to *The Bard's Tale* and an outdoor *Dungeon Master* in terms of role-playing games. There's a plot that escalates the further you get into the game. To start, you're employed by agents of the king to go sort out various problems,

including the missing governor, a mysterious illness, robbers, missing children, kidnapped wives. Even a short time into the game there will be a long quest to do list which will keep you busy as you stumble around the game world. And this is indeed the main flaw in *The Quest* – the movement is one game square at a time. So, when someone wanders by, you can look ahead, or you can look

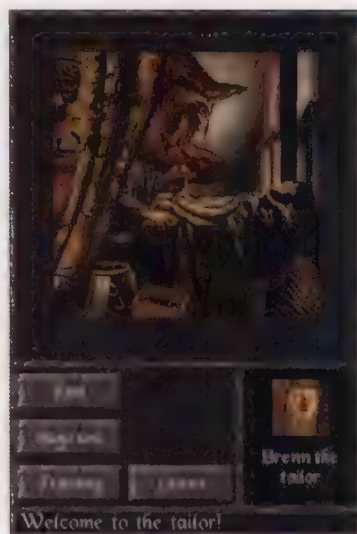
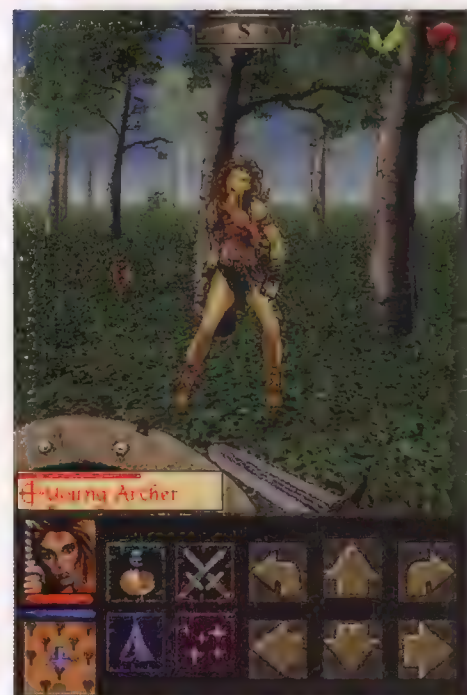


■ Movement control is easy – just press the arrows – but the actual mechanics are clunky as you move one game square at a time.

left and right, and move in those directions, you can't look at angles or move a bit. As we mentioned, it's old-school game mechanics and graphics, right down to entering buildings and getting a 2D animated display.

The most enjoyable part of *The Quest* is creating your character in the first place. You can choose from male or female, classes, skills, a choice of races and a neat touch are the face pictures. The display can be shown in portrait or landscape mode, but in either, going to the stats screens is hard work because the font is flowery but small, the icons ornate but small and the inventory ornate but... well you get the idea.

What does work well is that there are plenty of different characters for you to encounter and ask questions of, even if it's all listed out for you. The shops sell better armour, potions and weapons, there's training available if you have enough gold and the missions start to stack up rapidly. The scenery shows some inventiveness and you'll be in a dungeon one minute, hacking at robbers with one-touch key strokes the next, and then playing cards in a pub ten minutes later. There's lots to do and as long as you accept the Eighties animation, spend time squinting at your stats and inventories, there is much traditional RPG-style enjoyment to be had here.



■ A young archer in the robber's forest. Time for some sharp, pointy-weapon action. Take that missy, stab, stab, stab.

■ "Ah, Mr Tailor, I'll have a double-breasted smoking jacket please. What do you mean you've only got dog-fur coats?"

■ How good is your eyesight? This is the inventory screen where armour, weapons and goods can be moved about.



Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



Flight Of The Amazon Queen

Price: £2.99/\$4.99 Developer: PhSoft

It's no Monkey Island, but it's still good fun



Flight Of The Amazon Queen holds the bold claim of being the first point-and-click adventure to be released on Apple's iPhone. Granted, it has since been superseded by the brilliant *Secret Of Monkey Island*, but it remains an extremely entertaining adventure nonetheless.

More or less an identical port of the DOS original, *Flight Of The Amazon Queen* is a fun riff on the *Indiana Jones* adventures and has you battling an evil scientist who's predictably intent on taking over the world. With excellent voice acting, clever puzzles and an interesting plot, the only thing that really lets *Amazon Queen* down is its rather fiddly controls.

Rather than simply point with what you want to interact with you have to drag around an on-screen cursor, which, unlike the one in *Monkey Island*, is rather fiddly to use. Despite its bizarre controls, this is another solid effort for fans of the genre.

Ratings

Longevity
★★★★☆

Fun factor
★★★★☆

Controls
★★★★☆

Value
★★★★

Overall Rating ★★★★★



■ It's not as funny as *Monkey Island* but there are still plenty of laughs to be had.



■ The first puzzle is a great warm-up for the mind-benders to come.

Price: £0.59/\$0.99 Developer: Armor Games

Shift

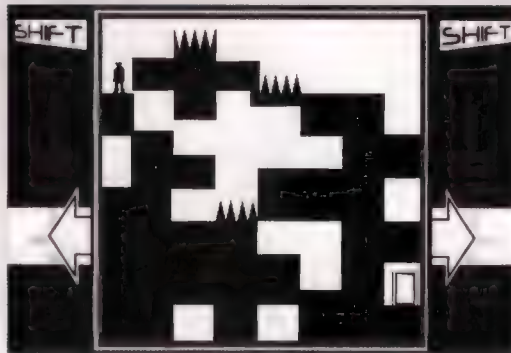
A game where things aren't quite black and white



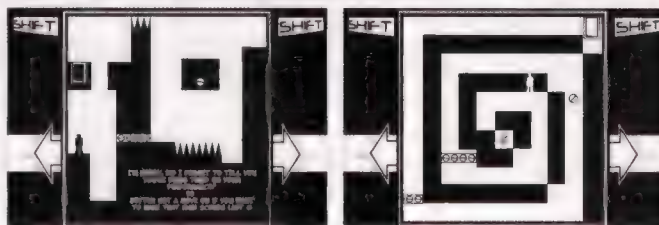
Shift may have started off life as a Flash release, but this has been significantly upgraded for Apple's iPhone. While *Shift* appears to be nothing more than a simplistic-looking platformer – albeit a very striking one thanks to its monochromatic visuals – you soon realise that there's a lot more than first meets the eye.

All you really have to do is reach the exit on each of *Shift*'s stages, but this task proves impossible on later stages unless you start shifting. A simple press of the screen sees the screen invert and allows you to continue on your mind-bending quest.

Needless to say later levels get extremely tricky and convoluted to solve with much shifting required, but *Shift*'s clever controls – tap either side of the screen to move or both sides to jump – means that it never becomes a chore. Add in a great price point and you have another essential addition to your digital library.



■ Later levels can be an absolute nightmare to negotiate. Use shift often to solve them.



Ratings

Longevity
★★★★☆

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Arcade Games

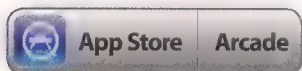
If, like us, you used to spend all your spare time and hard-earned pocket money down at the local arcade, the games here will have enough old-school charm to put a nostalgic smile on your face





Gone are the days when you used to spend your summer holidays down at the local amusement arcade with a group of mates and pump endless supplies of ten pence pieces into *Space Invaders* and *Donkey Kong*. But don't let that get you down, because as well as offering plenty of flashy new games, the iPhone also does an excellent job of re-creating the old-school, arcade-style games from our youth. From the Game & Watch simplicity of *Squibs Arcade* to the latest instalment in the legendary *Space Invaders* franchise, 31 years after the original first appeared in arcades all around the world, almost every aspect

of arcade gaming is covered in this section. Alongside the heavyweight *Space Invaders: Infinity Gene* there's the Mega Drive classic *Streets Of Rage*, which may ruin a few cherished childhood memories on the iPhone. As well as these adaptations of already existing games and franchises we've also got plenty of original content for you to get your grubby fingertips on. EDG Entertainment's *Parachute Panic* is one such example and is a smart, fun and clever app. The games in this section are the perfect way to relive the halcyon days of your childhood, so get on the App Store and return that cheeky, childish grin to your face.



Price: £2.99/\$4.99 Developer: Taito

Space Invaders: Infinity Gene

An evolution three decades in the making



After being bowled over with Taito's *Space Invaders Extreme*, we didn't think the 31-year-old franchise had anything more to offer. How wrong we were...

Infinity Gene is an astonishing achievement, primarily because Taito has created the game with Apple's device in mind from the very beginning. As a result *Infinity Gene* features

superb controls, spectacular old-school visuals and funky music that's perfectly suited to listening through a pair of decent headphones.

Initially, though, you may wonder what all the fuss is about, as it starts off as an identical version of the crusty old shooter that first appeared in 1978. Several seconds later, a quote from Charles Darwin appears, Taito proudly announces that 'The King of

Games Strikes Back' and the franchise evolves into one of the most exciting shooters you may ever see on Apple's machine.

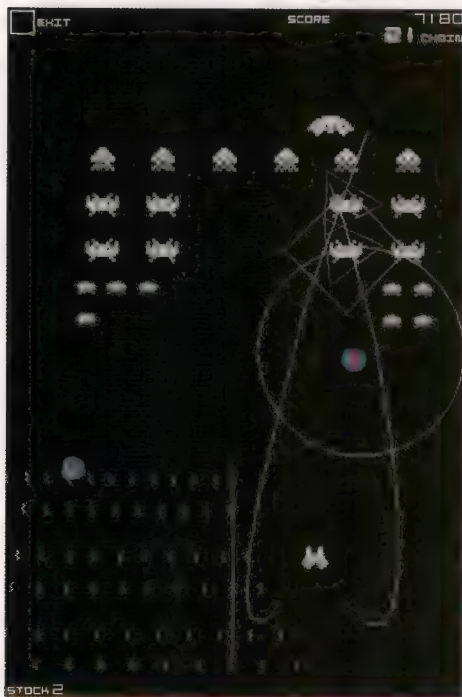
At first you're confined to simple left and right movements, but as the game progresses both your ship and the enemies you fight against continue to evolve until you're flying around the screen with simple adjustments of your finger and raining down death on anything that's crazy enough to get in your way.

Rather than confine you to a virtual stick like many shooters, Taito's choice of movement ensures that you'll never suffer from an accidental slip of the thumb. It allows you to concentrate on the constantly shifting gameplay and really appreciate just how much effort has gone into this fantastic app.

To ensure that boredom never happens – as if – Taito has given you plenty of reasons for constantly returning to its cool shooter. Multiple routes, a variety of excellent power-ups, huge bosses and there's even the ability to change the game's audio and graphics. Best of all though is the ability to import any song from your library and use it as a background, with the on-screen aliens attacking you based on the beats of your chosen song. It's not only an excellent addition to the franchise but proves that any game is only limited by the shackles imposed by its developers. Stunning, simply stunning.



■ Even when there's a lot happening on screen, concise controls make playing *Infinity Gene* a joy.



■ *Infinity Gene*'s crisp retro-styled visuals look absolutely spectacular.

■ Taito has given players plenty of reasons to come back to *Infinity Gene* again and again.



Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★



Price: £0.59/\$0.99 Developer: Chillingo

Squibs Arcade

Go back to a time before consoles and handhelds had us hooked



■ *Squibs Arcade* is based on the old Game & Watch-style handhelds that were made popular by Nintendo.

Clusterball Arcade



■ The premise is a simple one, but *Clusterball Arcade* is an enjoyable challenge.



This app is a rather interesting proposition, and while it may attract some people on a purely nostalgic level, it's really not much to write home about. This is a collection of those old handheld single games, similar to Nintendo's Game & Watch series, that were around long before mobile gaming platforms. They all have a left and right button and/or an action button. They have the same poor graphics and sounds, and will entertain you for a just few minutes but could never win a battle over a modern arcade app. We love the fact that someone has gone to the trouble of creating this app, as it brings back some old childhood memories for us, but it's really just for show. There are so many other great apps out there that, although this one will get its fair share of downloads it'll never reach the top. A cool idea but not an app we would revisit or devote any great amount of time to.

Ratings

Longevity

★★★★☆

Fun factor

★★★★☆

Controls

★★★☆☆

Value

★★★★☆

Overall Rating ★★★★★

Price: £1.79/\$2.99 Developer: Resolution Interactive

Flight simulation meets arcade fun...



The beauty of the tilting interface on the iPhone means that not only can we control games with left and right motion, but we are also able to move through the third dimension by tilting the iPhone either backwards or forwards. *Clusterball Arcade* takes full advantage of this offering as a flight simulation-styled game where you can turn left and right, as well as steer the plane up and down. The object of the game is to collect various balls on floating platforms and to score points by flying through hoops. Not only is the game great fun to play, but the graphics and soundtrack are also very cool as well. As you get the hang of flying your aeroplane you can race against the clock to the finish line and progress through the levels. Should you fail to complete a level, you'll be cast all the way back to level one, which can be mildly frustrating, so make sure you fly carefully!

Ratings

Longevity

★★★★☆

Fun factor

★★★★☆

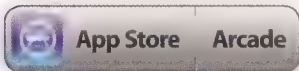
Controls

★★★☆☆

Value

★★★★☆

Overall Rating ★★★★★



Price: £0.59/\$0.99 Developer: EDG Entertainment

Parachute Panic

Whatever you do, be sure not to panic



From the moment you view *Parachute Panic's* hand-drawn stickman visuals and listen to its laid-back theme tune being hummed, you'll know you're holding something special in your hands.

Parachutists randomly leap from overhead planes and you must use gusts of wind – created by swiping your finger in any direction – to guide them to the boats at the bottom of the screen. Tapping a parachutist will open his 'chute and it's possible to leave the opening to the last minute in order to increase your score.

To make things more difficult a variety of different hazards ranging from thunderclouds to hungry sharks will do their best to get in your way. Needless to say, as the levels progress you'll find your reactions tested to the limit as the suicidal stickmen keep leaping to their doom. Smart, funny and clever, *Parachute Panic's* 59p asking price makes it another essential download.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ *Parachute Panic's* amazing visuals and on-screen humour adds immensely to its charm.



Price: £0.59/\$0.99 Developer: Click Gamer

Tankz

A simplistic game but very enjoyable nonetheless



At first glance, this game looks like it's been simplified too much and that the developers could have made a bit more of an effort in the design stakes. Once you start playing the game, however, these feelings will all dissipate as you absorb yourself in the task at hand; negotiating a battlefield in your tank, picking up tokens and destroying all of your enemies. Controls are rather simple and intuitive. You can use the accelerometer to move the barrel of your cannon left and right, and then a direction pad to move your tank forwards, backwards, left and right. You then also have a rapid-fire gun and a store of missiles at your disposal. In each level you have to negotiate a number of enemy tanks and towers, while picking up tokens at the same time. We enjoyed this game a lot and found it to be a lot of fun; it's great value for money and a nice addition to your iPhone games collection.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★	★★★★★

Overall Rating ★★★★★



■ The action is fast and furious.



Price: £1.79/\$2.99 Developer: Digital Chocolate

Crazy Penguin Catapult 2

Flying penguins and angry polar bears. What's not to like?



In real life, penguins and polar bears live at opposite ends of the Earth, but a little piece of trivia like that won't stop Digital Chocolate.

This sequel doesn't add much to the original, bar a few extra power-ups and new levels, but don't let that put you off, as flinging penguins at shaggy bears has never been so much fun.

Split into two stages, you'll first have to load up your penguins by launching them from your catapult at the correct time. After that it's time to use your penguins to dive-bomb the opposing polar bears; hit enough and you'll move on to the next stage.

Despite its simple touch controls, cartoon visuals and zany concept, there's a surprising amount of strategy involved here and despite a plethora of power-ups it's going to take a fair while to complete all the available stages. You'll be doing so with a huge smile on your face, though.

Ratings

Longevity

★★★★☆

Fun factor

★★★★★

Controls

★★★★★

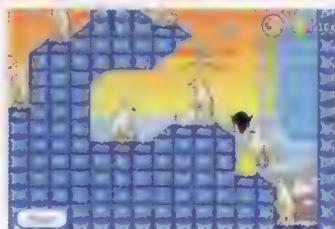
Value

★★★☆☆

Overall Rating ★★★★★



■ Crazy Penguin's humour is abundant from the very beginning.



Price: Free Developer: IDP

Space Deadbeef

In space no one can here you swear



If there's one genre that suffers most on the iPhone it's the shoot-'em-up. While huge leaps and bounds have been made, titles like *Space Deadbeef* are a throwback to earlier days, when virtual sticks hadn't even been considered by developers.

Rather than use accelerometer controls like many other games, IDP came up with the idea of controlling your ship with simple up and down swipes. It's a clever enough idea, until you realise that tapping on an enemy ship to destroy it moves your ship as well and it's all too easy to fly into incoming bullets.

Some praise this risk-versus-reward gameplay, but the truth of the matter is that it is simply far too fiddly due to the response of the touch screen. As a result *Space Deadbeef* often becomes an exercise in frustration, which is a great shame. Still it's free at least, so give it a try. You may just like it.

Ratings

Longevity

★★

Fun factor

★★

Controls

★★★

Value

★★★

Overall Rating ★★★★★



■ Bosses are plentiful and soak up an insane amount of bullets.

■ It's a constant battle avoiding bullets as you lock on to enemies.



Price: £2.99/\$4.99 Developer: PopCap Games

Peggle

More addictive than something very, very naughty



Peggle has been a huge success story for PopCap Games and it's really not difficult to see why that is. *Peggle* is a simple game to play, but extremely difficult to master, and what initially appears to be nothing more than a game of chance soon turns out to be one of the most strategic (and cutest) games you can buy on Apple's machine. With ten balls at your disposal the aim of *Peggle* is to clear the 25 orange pegs that appear in various strategic locations on each of *Peggle*'s 55 game screens. *Peggle* may sound simple, but it's far from easy, however, as a further 75 blue pegs have been dotted about the stage as well. Fire off a ball and it will slowly ping and pong its way downwards, clearing any coloured

pegs that it hits on the way down, hopefully making your next shot that little bit easier.

Score a set amount of points or drop your ball in the bucket that continuously floats backwards and forwards across the bottom of the screen and you'll earn yourself a new ball. Green pegs are also found on each screen, giving you a variety of power-ups that range from exploding pegs to multiballs. And that's *Peggle* in a nutshell. It sounds like it is entirely down to chance, but the ability to time your shot, change its trajectory and a variety of other elements means that this is far from the case and the end result is one of the most addictive games we've played on the iPhone to date. *Peggle*'s gameplay is further enhanced by PopCap's wonderful presentation that adds an excellent multiplayer mode, a variety of different characters to defeat – each with their own special power-ups – various gameplay modes and a trophy room for completing specific tasks. It's even possible to save your best shots. Indeed the only oversight of PopCap's fantastic arcade game is that there's no online leaderboards for you to compare yourself against and it drains your battery life like a digital vampire. Already a huge success on both PCs and Macs we'd go so far as to say that this latest version is the best iteration yet. If you love your score attack and puzzle games then *Peggle* becomes pretty much an essential purchase.

Ratings

Longevity
★★★★★

Fun factor
★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ One of our favourite power-ups in *Peggle* gives you an additional ball that can greatly increase your score.



■ *Peggle*'s level design is absolutely superb, with many of them taking an incredibly long time to truly master.



■ *Peggle*'s presentation is faultless. All that's missing, and it's really only a small gripe, is online leaderboards.



Price: \$0.99/\$0.99 Developer: Namco

Star Trigon

Saving the galaxy one planet at a time



Namco's *Star Trigon* is part of the *Mr Driller* franchise and is an obscure coin-op from 2002. It also makes for a surprisingly fun, if limited iPhone game. Unlike other games in the *Mr Driller* universe, the aim of *Star Trigon* is to rescue weird little creatures called Uchujin. This is achieved by trapping them within trigons (basically triangles). Numerous planets are dotted around each screen and your character, one of three, will continually run around them until you tap the screen and launch him to an adjacent planet. Oh, and did we mention that you're up against a tight time limit and that a wrong move will see you drifting off helplessly into the ether? With its cute and nutty visuals, straightforward controls and challenging level design, *Star Trigon* is definitely worth picking up if you're looking for something a little different. Providing you excuse its repetitive nature and lack of online scoreboards.

Ratings

Longevity
★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



■ This bonus stage requires you to collect as many sweets as you can.

■ Most levels are sectioned off by a barrier. Break it too many times and you'll fly off into deep space.



■ Complete and utter boredom, thy name is *Alien Crisis*.



■ *Alien Crisis* looks great in screenshots. In motion, however, it's something of a juddery mess.

Price: £1.99/\$1.89 Developer: Zap Creation Studio

Alien Crisis

Not so much a crisis, more a complete travesty



Alien Crisis has very nice visuals. Sadly that's the only positive comment we can find for this incredibly bland release. Playing a suitably toolled-up space marine you have to defend yourself from wave upon wave of vicious enemies. As with tower defence games, defeated enemies award you with money which can then be used to buy new weapons. It's a nice concept but is let down by how basic all the available game modes are. Your marine can only move up and down, while his weapon's trajectory is hardly any better. The end result is a ridiculously tedious game that becomes as exciting as waiting for the battery in your iPhone to run out. With so many high-quality releases now appearing on Apple's machine it's amazing to see tosh like this still getting released. Leave well alone, there are far better shoot-'em-ups you can be spending your money on.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



Price: \$0.99 Developer: Jseus

Neostrike

Suffer a slow death at the hands of fun-sapping programming



Well, it certainly sounds exciting to begin with, being overrun by bugs in a kind of top-down interpretation of *Missile Command*. Your bug is fixed to the middle of the screen and can't move

from the spot as hordes of dreadfully slow enemy bugs and blobs crawl, wobble and pulsate towards you. Finger control rotates your bug while a pull back dictates length of fire and a push forwards releases a blob of energy towards the foe. There are 20 levels which sees increasing numbers, in ever more variety, posing more and more of a threat. There are bugs with shields and ones which fire at you. As you can't move, this is a little unfair and a hit on your own shields is therefore inevitable. There are no scores, your reward is to unlock subsequent levels. The trouble is there's no sound, it all happens at a snail's pace, the graphics aren't great and it's less fun than chasing ants with a magnifying glass on a sunny day.

Rating

Longevity Fun factor Controls Value

★★★

★★★

★★★

★★★

Overall Rating ★★

Classic Qong Arcade



Relive your gaming memories with *Classic Qong Arcade*.

All the options you could want. Well no, that isn't true, it's all the options you get.



Price: \$0.99 Developer: Jseus

Streets Of Rage

To be this slow and disappointing takes Sega



Sega's Mega Drive was a bastion of fun in the Nineties and holds fond memories for many gamers. A pity then that Sega seems so intent on butchering those precious recollections.

As with previous Mega Drive conversions, *Streets Of Rage* is nothing less than a crushing disappointment and should be avoided by all fans of the games.

The biggest issue here is the ropy emulation, which makes the game crawl along at a painfully slow rate. We've seen the same game running perfectly on a jail broken phone, so Sega obviously hasn't quite mastered the emulation.

Even if the speed wasn't an issue, the clunky controls are and while Sega has tried a variety of layouts, none of them work.

We still want to see future Mega Drive titles on the iPhone as it's a great system, but Sega really needs to pull its finger out as this isn't acceptable at all.

Price: £0.59/\$0.99 Developer: JSeuss Software-

Turn back the clock to the dawn of computer gaming



Okay, so *Pong* wasn't the first computer game, but Nolan Bushnell and Ted Dabney, who released the first arcade game, *Computer Space*, in 1971, followed it up with the classic *Pong* in 1972. They also started Atari and released *Pong* as a home videogame in 1975. There's your history lesson, for 59p you can relive those days with *Classic Pong Arcade*. Play against the AI or a friend, first to ten wins.

There are six skill levels when playing the computer, but it's almost impossible by level three thanks to the slight drag on the bat as your finger moves it. Thankfully the ball accelerates rapidly so points don't drag on, and a choice of three bat sizes means that masochists can really make things stupidly hard for themselves.

Unfortunately, as a single-player game it soon becomes boring and while beating another human always offers some thrill, here it's so muted that getting to ten is more a relief than anything else.

Ratings

Longevity

★ ★ ★ ★ ★

Fun factor

★ ★ ★ ★ ★

Controls

★ ★ ★ ★ ★

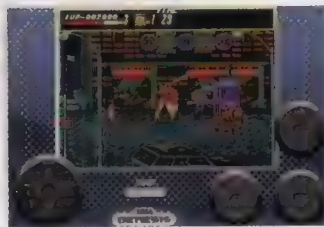
Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★



Everything slows down horribly when there's a lot happening on screen. What a pity.



Ratings

Longevity

★ ★ ★ ★ ★

Fun factor

★ ★ ★ ★ ★

Controls

★ ★ ★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★

Arcade App Store



Remember this from the arcades? Now it's on your mobile phone!

Price: £0.59/\$0.99 Developer: Gameloft

Siberian Strike

A modern take on an old game format



Siberian Strike re-creates classic arcade functions in a weird combination of stunning graphics and a retro theme. You use your finger to control a fighter plane that is constantly

firing and you then have to destroy all other fighters that make the foolish mistake of crossing your path. What makes *Siberian Strike* legendary is the sheer pace at which all the action happens. The graphics elevate this even further, as each time you move your fighter plane it rolls slightly just as a bomber would in real life. The pace of the game is fantastic, and when the action builds up it can really get the old adrenalin going. We really like the way that this game breathes life into a very old format, and you feel a general sense of excitement each and every time you pick it up and play it. *Siberian Strike* is well worth a download, as it's one of those apps that you can stick with until you have completed it.

Ratings

Longevity

★ ★ ★ ★ ★

Fun factor

★ ★ ★ ★ ★

Controls

★ ★ ★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★



Board Games

Almost since the beginning of time people have played board games, however, the advent of TV has led to their demise. Fortunately, the iPhone is doing its part to regenerate the genre





Board games have been a staple part of many people's entertainment diets ever since the time of the Ancient Egyptians and we still have many fond childhood memories of sitting around with our families and friends arguing over a game of Monopoly or Trivial Pursuit. Sadly, these days many people would rather sit around and watch TV than get that old, dusty board game out from under the stairs. iPhone developers have been taking note of this unfortunate trend, though, and have created (and re-created) all manner of different board games for use on our wonderful iPhones. So now we have the best of both worlds; you can

play all your favourite board games on a mini TV screen without ever having to dust off those old boxes again! Some are fairly faithful adaptations of the original games (although not necessarily successful ones), such as Electronic Arts' *Trivial Pursuit* and *Monopoly*, while others – *Cluedo*, for example – change things up slightly for maximum impact on the iPhone. There are also the ancient games of chess, backgammon and dominoes, as well as some rather handy all-in-one games for you to get your board gaming fix, whether you're on the bus or train to work or sat around arguing with family and friends, just like in the good old days.

Price: £4.9 Developer:

Lux DLX

World domination at the touch of a finger



Head to the App Store and you'll find a variety of devices – mostly dice apps – aimed to complement the popular board game Risk. What you won't find, however, is the actual board game itself, which is incredibly surprising when you consider how popular the strategy game is and that Electronic Arts appears to be releasing every single Parker Bros/Hasbro board game bar this one.

Despite this seemingly massive oversight, developer Sillysoft Games has seen a gap in the market and has released a portable version of its popular PC/Mac game *Lux*, which is almost identical.

You have a huge map of the world (or more detailed ones of certain countries depending on the chosen scenario) and must

simply dominate and take out all other players (up to a maximum of six) in the process. It's an age-old concept that has served Risk well for over 50 years and it's represented extremely well on the iPhone's small screen.

Initially just four different maps/scenarios are available, but many more are only a short download away, meaning that *Lux's* longevity is assured. It's extremely easy to navigate around maps thanks to nifty scrolling and zoom techniques and it's only hampered by the difficulty of selecting units on some of the smaller countries.

Presentation is best described as functional, with each person's go represented by a coloured bar on the right side of the screen, but the smaller maps at least manage to look better thanks to varied terrain that gives a good representation of the countries you are trying to conquer.

In fact, the biggest issue we have with *Lux DLX* is its rather hefty price tag and the fact that its multiplayer functions are incredibly poor, with you having to pass your phone between up to five friends. A title like this is screaming out for proper online play and we're amazed that this has been out for over six months now and we're still no better off. There's always a chance that an official Risk will get released eventually, but in the meantime this is a more than worthy alternative. Even with all its little niggles.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★	★★★	★★

Overall Rating ★★★★★



■ Moving around maps is simple thanks to the easy to use interface that allows you to scroll and zoom without any real problems.



■ While gameplay is nice and straightforward, selecting certain troops can prove to be quite tricky at times.



■ Initially only four maps and scenarios are available to you, however, there are plenty of others available via download.



Nice 3/19/199 Developer: PosiMotion

B-gammon

Can computer AI finally match the human brain?



The AI question is a pertinent one because there are numerous backgammon games on the App Store and most have user complaints on that score. The quandary facing programmers is to balance knocking off opponent's pieces against the danger of leaving your own open. The computer here is probably a little too adventurous for the hardcore player. Still, there are plenty of options, from game length, in terms of points so the doubling cube gets used properly, to three AI levels and the game can be played in a natural looking landscape orientation or a strange squashed portrait mode. What really makes the game so smooth are the other options and the clarity of the display. Everything is one tap, moves ahead are shown, there's a points in play counter for both players, you can undo mistakes and even have automatic dice rolling to start a turn. Not the most flashy looking version, but surely one of the best.

Ratings:

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★★	★★★★

Overall Rating ★★★★★



■ The computer isn't afraid to use the doubling cube, but having a PIP count on the board makes it easy to accept or reject.



■ If the game has completely run away from you, there's no need to play it out, you can just quit.

Price: \$1.99 Developer:

Big Bang Board Games

A collection of your favourite board games in one handy package



Respected developer Freeverse appears to have come up trumps with this collection, covering all traditional board game bases with chess, checkers (draughts), reversi (Othello), four-in-a-row (Connect 4), backgammon, tic-tac-toe (noughts and crosses) and something called Mancala. Presentation is generally good and control is easy, with taps to place and move pieces, but not being able to zoom in misses a trick. For some of the games, there is also a 2D and 3D option. Even with a selectable Strong opponent the AI is variable in quality. Most effort has gone into making the chess program give a decent game, whereas some of the others are much weaker. The backgammon also lacks options for scoring and doubling so is a poor choice for anyone wanting that game specifically. So, not a bad collection; there's plenty of variety, but not the strongest AI or the best-looking games.

Ratings:

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



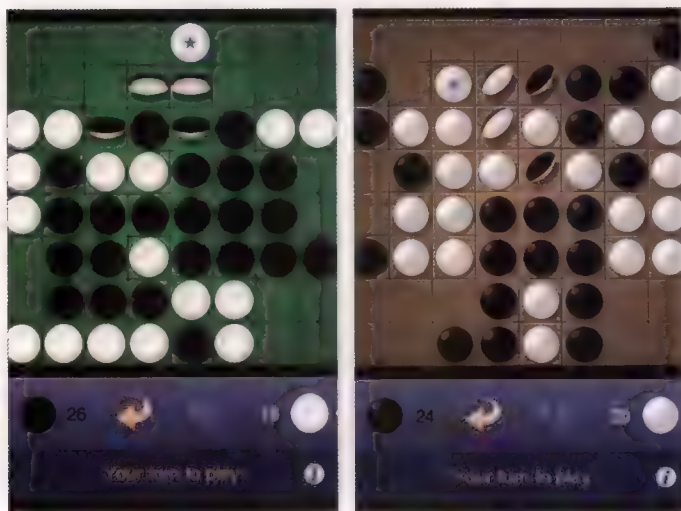
■ Reversi is one of the most fun games, though you should be able to beat it nine times out of ten.

■ Probably the best game in the collection, but the pieces aren't that easy to tell apart in 3D.

Price: £1.19/\$1.99 Developer: Kiss The Machine

Reversi

The classic strategy game in its smallest form



■ Anyone wanting quick satisfaction may want to give *Reversi* a miss.



Oddly enough, the best aspect of Kiss The Machine's *Reversi* is that it sticks to the basics. Bringing the classic game to the iPhone, it has all the standard features anyone would expect: multiplayer, a very well-rounded difficulty curve and a hints mechanic, teaching beginners how they should proceed. If you've ever been intrigued about Reversi and fancy wasting a few minutes on the train, then this is your best bet, especially when you take a look at some of the alternatives (that may or may not contain 'interesting' images of women).

It needs to be said that, even with the tips for those not familiar with the basics, this version is clearly for those who take their Reversi quite seriously. If, of course, this applies to you, then the cheapish price point and ease of use will appeal. Anyone else may want to wait until it drops to around 59 pence.

Ratings

Longevity
★★★★☆

Fun factor
★★★☆☆

Controls
★★★★☆

Value
★★★★☆

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: Chillingo

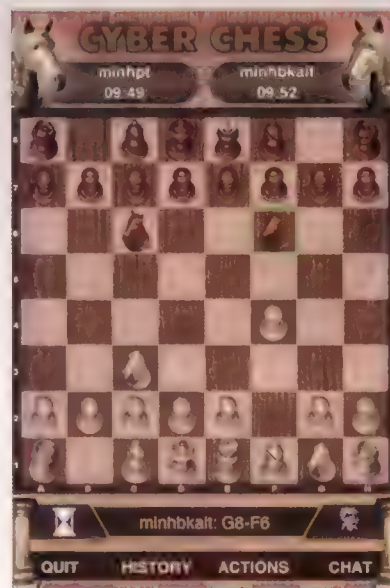
Cyber Chess

Bringing a touch of class and nobility to the iPhone



Chess is one of those games that we all love to play now and then – and we love it even more when we're good at it! So, does *Cyber Chess* have a wide enough appeal to interest those who are just learning the ways of this ancient game, as well as those who think they're the bee's knees? Emphatically, yes. Not only do you get a computer to play against with simple level settings for beginners right through to advanced, but you can even take the game online and play against rated players, which is possibly the game's best feature.

On top of that, you can have a live chat with them to plead for mercy, or chuckle as you destroy their defences. *Cyber Chess* is also refreshingly well priced for the content it holds, so if you don't already play chess then this is a great time for you to start out. If you do, there's more than enough here to provide you with a real challenge.



■ The different game modes let you play against the computer or against other iPhone owners.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Domino



■ As ever, there's a multitude of different boards on offer. They're all okay...

■ Although there are enough single-player options to keep things interesting, multiplayer is far more compelling.

Price: £0.59/\$0.99 Developer: Soneso

As old as time itself, dominoes makes its comeback on the iPhone



It's only fair to say dominoes aren't as popular as they once were. Losing esteem over the last couple of decades, a select group of people would say the art has been lost. With all that said, Soneso's app is a moderately amusing, and cheap, attempt. Offering up four different versions and a much appreciated tutorial system to teach those not up with the format, it even boasts a form of online play through a worldwide scoring system.

Naturally, considering the nature of the game, having a touch screen at your disposal makes *Domino* ridiculously easy to use. Whether or not you'll be able to get some serious legs out of it depends on your love of the game but at 59p, you'd be hard-pushed to feel ripped off, even if you played it for a week. *Domino* certainly isn't groundbreaking but takes the age-old idea and makes it, somewhat, relevant again.

Ratings

Longevity

★★

Fun factor

★★

Controls

★★★

Value

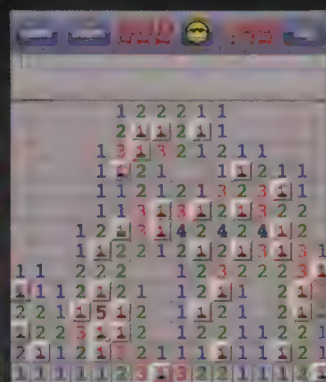
★★★

Overall Rating ★★★

Price: £0.59/\$0.99 Developer: Liberty For One

The real reason PCs came into existence in the first place

Minesweeper Classic



■ Cranking up the difficulty presents a challenge worthy of the greatest Minesweeper players.

■ Nothing is more frustrating than almost clearing the screen, and then hitting one of the bombs.



Let's face it: iPhone apps, on the whole, are relatively cheap. With that said, we still believe it's hard to justify spending any money on *Minesweeper Classic*. A staple of any computer from the last 15 years, you simply tap a square to attempt to clear it. Any number that appears is an indicator of how many bombs are waiting in the adjacent squares. Find one of these and that happy little dude at the top of the screen starts to cry and it's game over. As ever having the touch screen makes playing it easier than ever, but Minesweeper has never been known for its longevity – it's usually what you do when you've become a little bored of Solitaire.

To Liberty For One's credit there's an impressive amount of options for an idea so simple, and the expert difficulty levels will test even the most skilled player. Again, though, the premise, as it always has, gets very tedious, very fast.

Ratings

Longevity

★★

Fun factor

★★★

Controls

★★★

Value

★★★

Overall Rating ★★

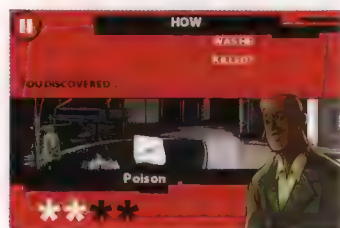
Price: Developer:

Cluedo

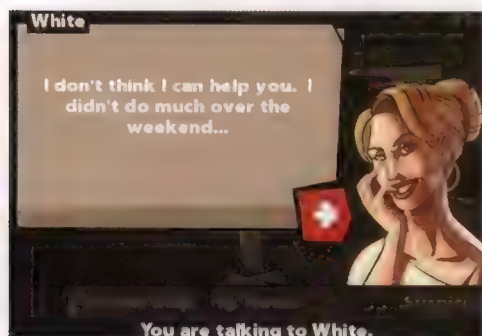
It was the bloke with the dodgy hair and he did it in the cellar. Right?



Does anyone still play Cluedo, the board game? We haven't since we were about ten and unlike Monopoly and Scrabble, the other childhood favourites, it seems to have gone out of fashion. That may be why with this game the developer hasn't chosen to re-create it for the iPhone but instead has applied the basic concepts in a different way. First up, this is a single-player game, and it loses points for that, there's no board as such, but there is a map of the

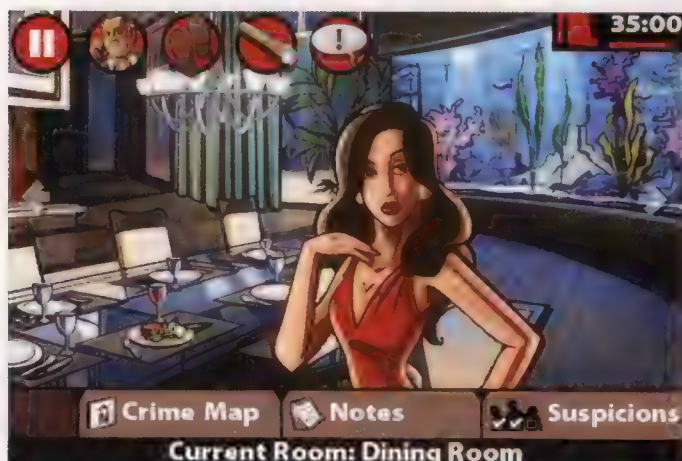


Time to file the story and name the suspect, weapon and location of the deed.



the clock until, when it hits zero, the newspaper editor wants his story. Now you must name the killer, the weapon

There's another aspect to the conversations. Watch and try to see if the suspect is lying.



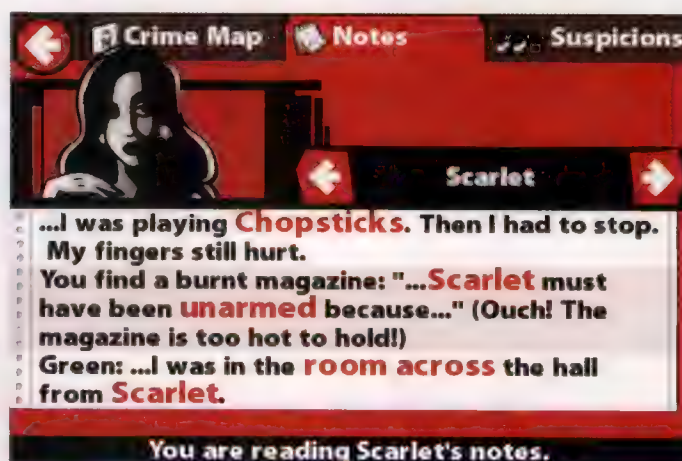
Here's a typical screen with a pouting femme fatale if ever we saw one. It was obviously you, madam, you're nicked

and the location. Stars are awarded for correct answers, but you must get enough right in order to be promoted and take on the next set of crime reports. The more cases you solve, the more complex they get, with more suspects, weapons and locations. The good thing is that it's all randomly generated so that it can all be played again with a different outcome.

Along the way, you collect notes, which are all the clues sorted together, and start to solve the case by process of elimination. To help with this there's a suspicions screen where people/weapons/locations can be ticked off as in the clear. You can then either add those elements you are sure about to the accusation sheet, or simply wait until the end and do it all in one go.

The graphics are good, stylised cartoons with a little animation rather than photos, control is simple and organising the story is made as easy as possible. There's little in the way of deductive skill involved initially until you get to the much bigger cases. Even then there's a certain amount of luck involved in searching the right places and speaking to the right people so that there's time left to make accurate deductions.

The only problem is that without other people to play against it isn't either exciting or that interesting. So *Cluedo*, the iPhone game, is one for those who genuinely like solving mysteries rather than a board game for all the family.



The case notes summarise everything you've found out which is very useful and saves having to write it all down.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



Price: £1.19/\$1.99 Developer: Jerry Jee

QConnect

When memory games go bad, this is the outcome...



QConnect is an anomaly. Pitching itself as a combination of a memory puzzle and a reaction test, it's a confusing mix. It's the alternative of playing such a game as a child only being told by your mum that you had to do it in five minutes. Unfortunately, in reality, it doesn't really test the brain at all.

With a selection of fruit thrown up on screen, it's your job to tap two that match, with the catch being there has to be a line of sight. Get it right and they'll vanish into the abyss. The problem arrives with how poorly designed it is. Rather than fit all the tiles onto one screen, you have to continually slide between two. Although this is where the memory aspect comes into play, it becomes more infuriating than tough as it lacks any sense of fluidity. Jerry Jee would've been better off going with a more standard formula.

Ratings

Longevity

★★

Fun factor

★★

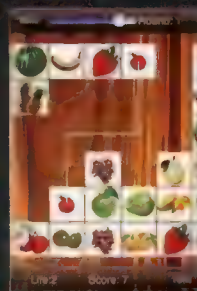
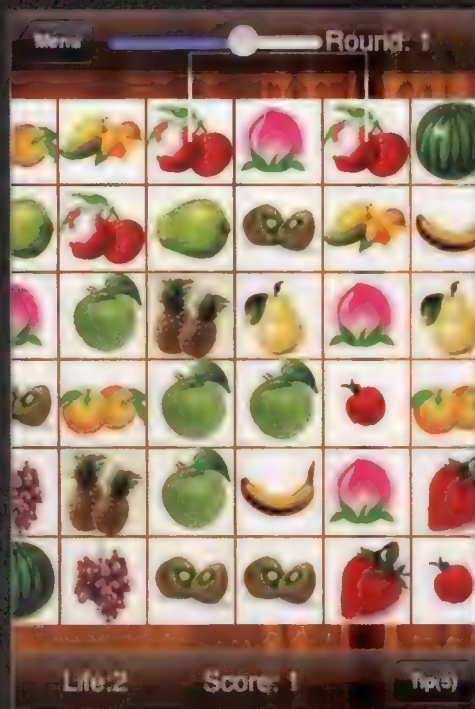
Controls

★★

Value

★★

Overall Rating ★★



Although, in theory, the idea is good, in practice it doesn't work as well as it should.

Price: £1.19/\$3.99 Developer: Devare!

Sudoku Challenge

It's now taking the iPhone by storm



Sudoku Challenge sells itself. With millions of people the world over still buying books, playing it online and allowing it to become the sole reason to purchase a daily paper, it's the commuter's puzzler of choice. If you fall into this category, there's simply no reason why you shouldn't get this app.

With the iPhone's touch screen it's incredibly easy to get to grips with and Devare's promise that you will, and we quote, "NEVER" see a repeated puzzle is a good enough guarantee as any. For a small price you may have the ultimate Sudoku accessory ensuring that you never need be without the worldwide sensation again. For anyone who's looking for a bit more, *Challenge* even records how long you took to do each puzzle and then compares your score against everyone else who's attempted it. Just the ticket to encourage you to up your game and top the leaderboards.

Ratings

Longevity

★★★★★

Fun factor

★★★

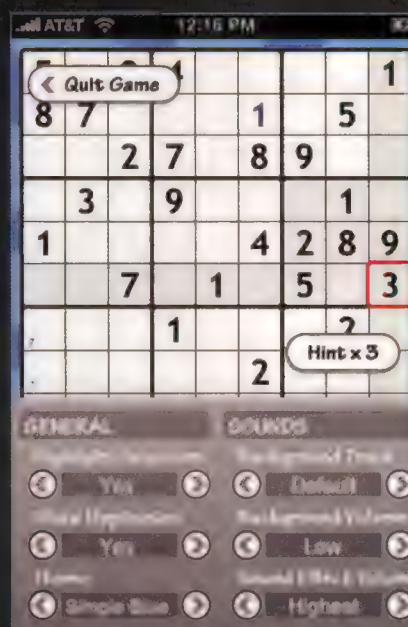
Controls

★★★

Value

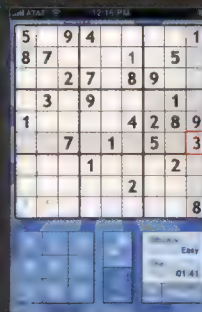
★★★

Overall Rating ★★★



The easy and simple interface does the game justice, focusing on the core fundamentals.

The difficulty levels are slightly unbalanced with the jump between medium and hard being a big one.





App Store Board

Price: £1.79/\$2.99 Developer: Codify AB

Labyrinth

"Keep rolling, rolling rolling"



Now here's an interesting use for the accelerometer. Rather than create yet another racer or implement the control mechanism into a game that doesn't really need it, Codify AB has used it to recreate the old wooden maze games from our youth.

Using slight movements you have to guide a steel ball around an intricate maze, while avoiding the many holes that appear on each stage. It's a simple enough concept but works brilliantly well thanks to the excellent controls and physics the game employs.

The visuals are incredibly basic and audio is limited to the simple clacks and rumbles that your ball makes, but it's so enthralling to play you simply don't care. Longevity is also assured, because there's a ridiculous amount of level packs to download (over a 1,000 different boards in total). A timed scoreboard would be nice, but *Labyrinth* remains an amazing time waster.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★

Overall Rating ★★★★★



You'll need an amazingly steady hand to complete some of *Labyrinth*'s challenges.

The community makes loads of packs to play, with new board layouts being added all the time.

Price: £2.99/\$4.99 Developer: Electronic Arts Nederland BV

Monopoly Here & Now: The World Edition

Easier than carrying the board around, but more pointless



Monopoly has received numerous computer conversions over the years, and here's yet another one to add to the list.

Thankfully, being EA, the presentation of *Monopoly Here & Now* is extremely polished and nearly makes us forgive the exclusion of popular UK landmarks like Old Kent Road and Oxford Street.

Navigating the board is extremely easy for the most part, there's a wealth of different options to choose from and Wi-Fi play is also available. Best of all, however, is the fact the game is limited to four players meaning you don't have to wait an age for your next go.

Slick presentation aside, *Monopoly* is far from perfect. Playing against the computer is a nightmare, as the game always seems balanced in its favour, while Wi-Fi play is only local. Sure you can pass your iPhone between friends, but you may as well just sit down with the original board game.

Ratings

Longevity

★★★

Fun factor

★★★

Controls

★★★

Value

★★

Overall Rating ★★



While the presentation is strong, *Monopoly* suffers from some stodgy controls.

Roll the dice by shaking your device. Nice.



Price: £2.99/\$4.99 Developer:

Trivial Pursuit

A board game that isn't boring



After being rather disappointed with EA's take on Monopoly, we're delighted to report that its take on Trivial Pursuit is far more suited to the iPhone. Wi-Fi play is included for up to four players and there's a wealth of questions to work through, but what really impresses us



is the entertaining single-player mode EA has included. Presentation is lacklustre, but this is a far better translation than we were ever expecting.

■ Presentation is superb, with many questions having visual clues.

Ratings

Longevity

★★★☆☆

Fun factor

★★★★☆

Controls

★★★★☆

Value

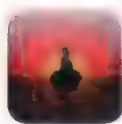
★★★★☆

Overall Rating ★★★★★

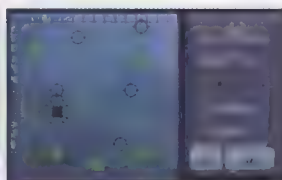
Price: £1.19/\$1.99 Developer:

Battleships Classics

You've sunk my battleship and wasted my time



If you're going to release crusty old pen and paper games, at least make the multiplayer modes worldwide or add some decent AI. *Battleships Classics* does none of these things and as a result it gets boring very quickly. After all, why pass a £150+ device between yourself and a mate when you can just use pen and paper? Some of the actual presentation is rather nice, but even for just over a quid this is a waste of money.



■ This is actually a conversion of a very old Commodore 64 game.

Ratings

Longevity

★★☆☆☆

Fun factor

★★☆☆☆

Controls

★★★★☆

Value

★★☆☆☆

Overall Rating ★★★★★

Price: free Developer: iGoides

Tic-Tac-Toe Free

Just because it's free doesn't mean it's good



For those not up on American slang, Tic-Tac-Toe is nothing more than

noughts and crosses. As you can imagine it's as dull as it sounds. Yes, it's free and it's ridiculously easy to play, but why would you actually want to? Maybe we're missing something and thousands of people think this is the greatest app around, but there are far more entertaining apps already available that won't cost you a penny. Leave well alone.

■ See if you can play 50 games in a row without falling asleep.

Ratings

Longevity

★★★★☆

Fun factor

★★★★☆

Controls

★★★★☆

Value

★★★★☆

Overall Rating ★★★★★

Price: free Developer: MobileAge

Shanghai Mahjong

Get off mah tiles



There are quite a few variations of the classic tile matching games on the iPhone, but this is easily our favourite. While the lack of any sort of multiplayer annoys, there's a huge range of board layouts to work through, the controls work very well and you can choose from a variety of different tile faces (including classic movie posters). The price feels a little high, but this is nevertheless a solid translation of a decades old game.



■ These Star Trek tiles are pretty cool. Hopefully updates will feature more.

Ratings

Longevity

★★★★☆

Fun factor

★★★★☆

Controls

★★★★☆

Value

★★★★☆

Overall Rating ★★★★★

Card Games

Few forms of entertainment have lasted the test of time better than card games but now the iPhone is beginning to change how we play them. Here's a look at some of the best...





Not many games are more portable than a pack of cards, which is what makes the iPhone's arrival such an interesting development for the card game genre. Now, thanks to the App Store, gamers can carry with them not just one pack of cards but literally hundreds. As well as this, it's now possible to have tried and tested card games like Black Jack or Poker preset on your mobile phone, eradicating the need for reshuffling and organising decks. It really is quite an exciting time for the card game industry and it will be very interesting to see how it develops over the coming years. There are naturally better games than others, and

some really aren't worth the free download, but the significant thing is that there is now a genuine change afoot for this age-old genre. It's yet another boon for the iPhone, with the device's impact being felt across the world in all different types of industry, entertainment and otherwise. It will be a testing time for many game genres, too, particularly with regards card games. In years to come, will packs of cards be a thing of the past, a gaming antique, with friends instead playing snap over a local WiFi connection? Only time will tell, but we certainly like the idea (but that might just be because we're so in love with Apple's super-phone).

Price: £0.59/\$0.99 Developer: Amplified Games, Inc

Blackjack Revenge

Finally, the house may not always win



For 59 pence, it would have been perfectly acceptable for Amplified Games to have released a basic Blackjack app. After all, Las Vegas's favourite pastime is an addictive enough jaunt in its own right. Instead, the developer has done its upmost to put a unique spin on a 400-year-old idea. Rather than just pit you against the house, Blackjack Revenge continually gives you the chance to earn your money back. Every time you have a strong hand only to be ousted by the dealer you'll get a letter, each one taking you a step closer to spelling out 'revenge'. Depending how many letters you've accumulated, the payout the next time you get a Blackjack will be accompanied by a nice little bonus. It's a simple premise but one

that makes the experience an altogether happier one. Just because you're losing doesn't mean you won't win big later on down the line.

In an effort to make you feel like you're ripping Amplified off even more, the presentation is a cut above; anyone wanting to join the Juju Play Community will be greeted with yet even more extras. Allowing you to earn badges, much like the Xbox 360's Achievements, to show what skilled accomplishments you've managed to pull-off or, if you're so inclined, enter a built-in chat room to discuss the current hand, this feels more like a downloadable game from a major console than a cheap iPhone app. Considering Juju members will be able to build a profile that works over multiple titles, it's hard to see any cons present with this iPhone game.

As such, we'll heap more praise upon it instead. Blackjack's formulaic template doesn't lend itself to long periods of play so in an effort to overcome that, Revenge encourages you to play with others. Although you're only ever going after the dealer, getting caught up in the spirit of numerous hands creates a welcoming community feel. This is an absolute must for anyone who takes their card games seriously and an app that will probably please anyone that picks it up – even if it increases in price, it's possibly still worth it.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★★

Overall Rating ★★★★★



■ If you ever try and do something truly stupid, Blackjack Revenge will be quick to advise against it.



■ Even when hands are being played, you're still able to enter the chat room to discuss whatever you fancy.



■ There's never any true competitive play, but being able to engage with other player's hands adds to every game.



Price: £0.59/\$0.99 Developer: Scott Falbo

Bruce Forsyth's favourite iPhone app

Higher Or Lower



If there's one question that divides iPhone aficionados more than any other, it's, arguably, how much of a difference there should be between a lite and full-priced version of a game. In this case, it's an even harder debate than usual. Higher Or Lower, a game that even someone who has been living under a rock for several years should be able to work out, is so simple, you would be right to be dumbstruck as to what a premium version could offer. The answer? The removal of adverts that's all. While mini-promotions can be ever-so-slightly frustrating, they pop up so irregularly on the free edition that it's a mystery why anyone would drop some cash at this, even if it is only a measly 59 pence. In this sense it's a fine way to waste five minutes on a long journey and you'd be quite surprised how addicted you become to this simple game. Either way, just be sure to pick it up at no cost.

Ratings

Longevity

★★★

Fun factor

★★★

Controls

★★★★

Value

★★★

Overall Rating ★★★★★

12 Solitaire Games

Price: £0.59/\$0.99 Developer: Handmark

Your favourite single-player experience multiplied by 12!



There's always been something oddly pleasing about Solitaire. It's one of the most entertaining card games that can be played on your lonesome, and unsurprisingly, throwing in 11 more versions only makes it better. While the majority of players will only be familiar with 'Klondike', the other adaptations will delight and confuse in equal measure. It's a shame there's not more of a tutorial for the lesser known editions but regardless which side you fall, it's more than likely you'll enjoy a greater deal than you despise. As you'd expect, the iPhone is the perfect platform for Solitaire, allowing you to flick cards around with your fingers easily. Handmark has ensured it's as user-friendly as possible too. As card games go this does the job well and is more than reasonably priced. It does nothing original to convert haters but ticks every box for those already enamoured.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★



■ The ability to have different backgrounds is a little throwaway but is a nice addition nonetheless.



Price: Developer:

Card Ninja

Some rather brilliant ninja-based card action



A card game like no other, Card Ninja plays more like a brain training game on fast-forward. The idea is to simply flick a stack of cards towards the corresponding icon on the screen before a timer runs out. The cards are coloured and include an assortment of icons to add some extra challenge. The simple controls work wonderfully; flicking the cards feels natural and instinctive. Accompanying audio and graphical cues let you know if your aim was successful. As a result it won't be long before you'll feel like a master of the game. The graphics and audio are polished and the game automatically saves your progress, enabling you to continue playing over several sessions. This is one of those games that you can pick up and play in seconds, and for the asking price it's a bargain. Chances are this will stay saved on your iDevice for quite some time.

Ratings

Longevity

★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

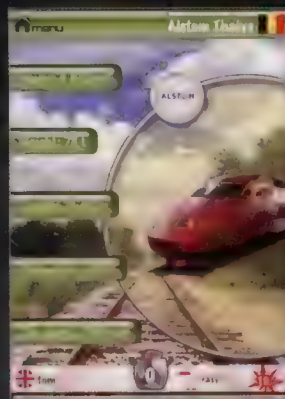


Before long the icons around the screen multiply in number.

The menus are imaginative and easy to navigate.

Super Trumps Trains

Top Trumps goes mobile in this train-themed title



Simply tap on a statistic to trump the AI.



A quick message appears on screen to let you know if you've won.

Price: £1.59/\$2.99 Developer: Eric Ginher

Aces Up

Pocket Solitaire with some simple, basic rules



A Solitaire game for your iDevice, Aces Up's ultimate goal is to remove all of the cards, leaving only four Aces. You play by simply tapping the Deal button. Four cards are dealt at a time into a horizontal column, and you're given the option to remove the bottom card by tapping on it. It sounds easy enough alright, but learning how the game works takes a little bit of trial and error. We discovered that tapping on the bottom card often didn't actually work, resulting in us having to deal out another deck with errant cards still in place. The instructions are very basic at best and the graphics are rather rudimentary – the wooden backdrop for example is low-res and pixelated. There are also no multiplayer options available.

It must be said that this is a title aimed at the more experienced Solitaire player. We can't complain about the asking price really, but a little more polish would have gone a long way to attract more players.

Price: £0.59/\$0.99 Developer: derHeckel



Remember Top Trumps? It's the classic card game of one-upmanship that anyone over the age of 25 will have experienced at some point in their lives. The rules are really simple: you're given a collection of random cards, each with vital statistics – in this case modern trains – and the aim of the game is to compare these stats to try to trump your opponents' cards.

In this game you'll be trying to choose the train with the highest speed, most recent date of build, weight, length and power. It's extremely simple to play, addictive, and perfectly suited to touchscreen input. There are no multiplayer options available here – which is perhaps understandable given the game's price – so you'll be playing against the AI. Thankfully the AI works wonderfully on the default difficulty, often losing spectacularly but sometimes trumping even experienced players with its prowess. This is a simple, fun app for filling time on a long journey.

Ratings

Longevity



Fun factor



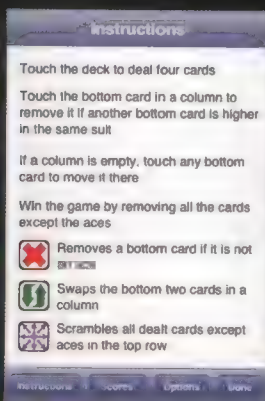
Controls



Value



Overall Rating ★★★★★



The game's instructions explain the rules.

The cards flick across the screen with a basic animation.

Ratings

Longevity



Fun factor



Controls



Value

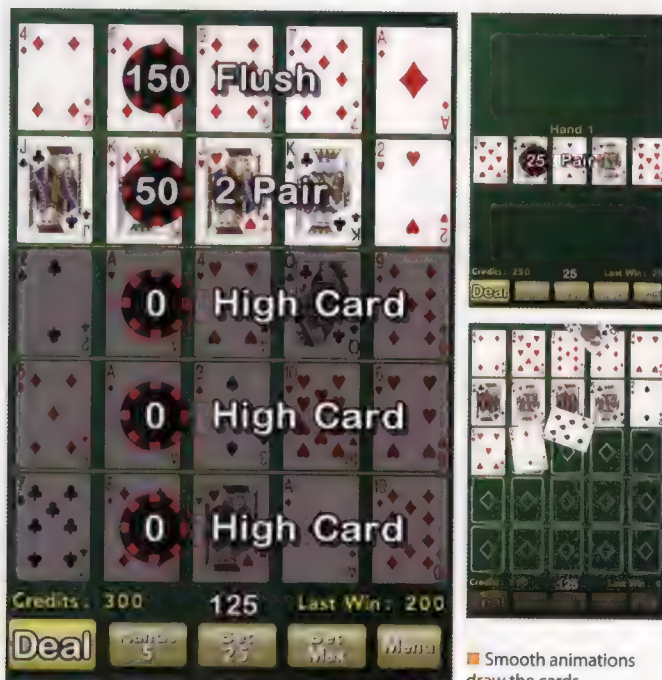


Overall Rating ★★★★★

www.creative.com

Card

App Store



Smooth animations draw the cards.

Price: £0.59/\$0.99 Developer:

Super 5 Poker

An entertaining Poker 5 game for your iPhone



Super 5 Poker is a version of the 'Jacks or Better' Poker game, in which the rules state that you must draw a pair of Jacks, or a better hand to win credits. Being Super 5, of course, you can play up to five hands at a time. The controls really are a breeze to use: simply tap on the cards to choose them. Buttons at the bottom of the screen enable you to switch between hands, select the bet amount (up to 125 credits) and deal the cards. It's certainly an addictive game, and the perfect way to eat up some of your free time.

This is a very polished release, with intuitive controls, effective graphics and great sound effects. There's even some music thrown in – after each successful draw you're awarded with a casino-type musical jingle. This is a great substitute for those who wish to practise their poker skills without actually losing any money.

Ratings

Longevity



Fun factor



Controls



Value



Overall Rating ★★★★★



Price: £2.99/\$3.99 Developer: Gameloft

Uno

Quality card gaming that comes at a price



Apps commanding a £2.99 (\$3.99) price tag like Uno generally tend to be all-out action epics or iPhone versions of major gaming franchises. While you could argue that Uno, over the years, has been just as popular in its card-based format, it takes a lot to convince App Store purchasers that they're getting their money's worth. Fortunately, through slick graphics, simple controls, longevity and a wealth of additional features, Uno succeeds in being a great little app for your iDevice.

The game itself is simple enough to pick up, although we would have appreciated some initial tutoring as found in other Gameloft titles, and once you're up and running the rounds do tend to suck

you in when playing against computer-controlled opponents. What raises the bar for this game, however, is the introduction of Gameloft Live, which opens up a whole new world of online play. Users can opt to join games online and meet new players or invite friends to play via push notifications sent directly to their phone. Gameplay over Wi-Fi is also possible when playing with another iPhone user who owns a copy of the game.

The game is both colourful and easy to control, with a simple drag and drop of a card to place it and a tap to pick cards up. The main gameplay screen is arranged, as you would expect, as if all four players were sitting around a table, making it very easy to keep track of the action and plan your moves. Users can even customise the game to suit their playing style by choosing different rules and opt to play the game in horizontal or vertical orientation if they so wish.

The game itself is a combination of luck and skill that requires the player to select the correct cards to play and, in doing so, achieve the target score of 250. Different cards provide different point scores and Wild Cards mix things up a little bit by changing direction (among many other traits). This great app will provide you with hours of entertainment, and fans of the original card game will not be disappointed by this digital reinvention, which brings a great deal of flair to this classic title.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★

Value

★★★

Overall Rating ★★★★★



Choose your cards wisely in order to score 250 points. It's mostly down to luck, but some skill is needed to be a truly great Uno champ.

RANKING			
Player	SCORE	Player	SCORE
1 NAN	390	6 YANG	354
2 DHO	312	7 HUAYO	345
3 BIE	332	8 QOSH	318
4 O9	394	9 KURAM	286
5 KG	372	10 TUANZ	274

Your total score is 227, and your ranking is 15

Back

Play with friends via Wi-Fi or the new Gameloft Live service. You can also invite players to join in via a push notification, sent to their iPhone.



Use Wild Cards to mix up the play and foil your opponents. These include changing the colour, direction, or forcing people to pick up cards.



Price: £0.59/\$0.99 Developer:

Playing Cards

A novel app idea for card game addicts with an iPhone



Now here's a clever idea for an application. Instead of telling you which game to play, Playing Cards, as the name implies, provides the tools for you to enjoy whichever card-based entertainment you fancy. Attractive to look at and designed to make the most of the iPhone's accelerometer and touch screen, the app provides a virtual deck of cards for you to use as you wish. Deal, shuffle and flip as you would a real pack and play single or two-player games including Gin, Poker, Blackjack and more. Slide a card off the screen to deal it to another player or double tap to turn one over, you can use this application as if it were a real 52 (or 54 with jokers) card deck. Rotating the phone changes the hand or pile of cards and shaking shuffles things up. While it's not the most impressive card app in terms of animation, this virtual card set makes ingenious use of the iPhone's features and is cheaper and less bulky than the real thing.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

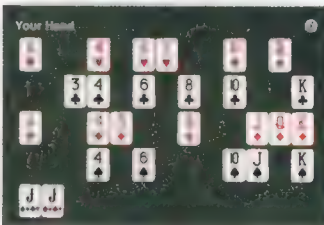
Controls

★★★★★

Value

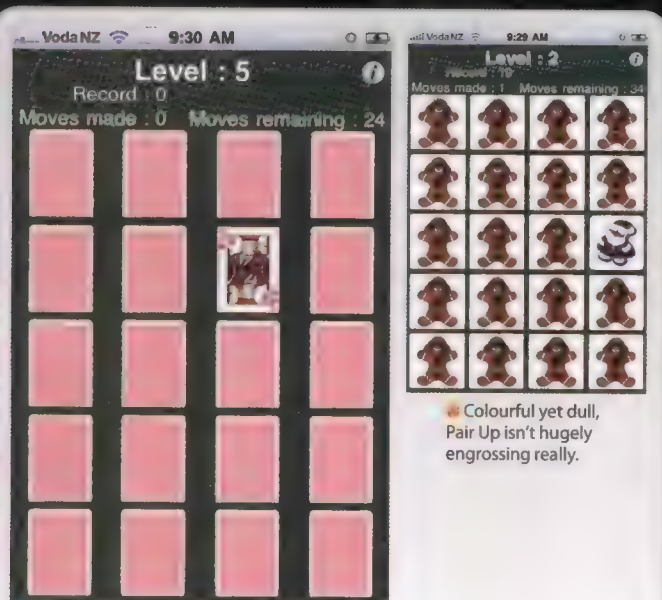
★★★★★

Overall Rating ★★★★★



Deal cards just as you would with a real deck.

Shake your iPhone to shuffle the pack.



Match all the cards in a set number of moves to complete each level.

Price: £0.59/\$0.99 Developer:

Pair Up

A card-matching classic that might make everyone flip



There are some applications on the App Store that feel as if they didn't take much time to make and offer very little for those interested in serious mobile entertainment. Unfortunately, Pair Up appears to be one of these applications. For kids or those who want a quick brain massage for five minutes every day, this application will have its uses but beyond that, it's a little too basic to be anything more than a one-time bit of fun. The card game of Pairs is where this app takes its inspiration and you're simply required to tap the iPhone's screen to flip one of the many cards over and reveal an image, then match that image with its corresponding pair to remove those two cards. The fun lasts for a couple of levels but, even with a move limit in place, there's not enough going on here to entice you into playing again. If it was free it might have been worth your time, but as it stands it's not overly enticing.

Ratings

Longevity

★

Fun factor

★★★

Controls

★★★

Value

★★★★

Overall Rating ★★★★★



App Store Casino

Casino Games

You can now re-create the thrill of a trip to a Las Vegas casino on your iPhone and in the comfort of your own home, allowing you to free up money to spend on even more great iPhone games





The problem with a lot of iPhone games is their longevity. You'll spend £1.99 on the latest 'big thing' only to pick it up and play it just the once before banishing it to the fourth page of your apps and deleting it as soon as you want to free up space for the next 'big thing' on the App Store. Casino games, in a similar way to card games, are different, though. They are truly addictive and will suck you in time and time again with the promise of eventual success. Among the games vying for your attention in our casino games section is Lenco Software's *Craps Deluxe*, which is surprisingly well-translated to the small iPhone screen

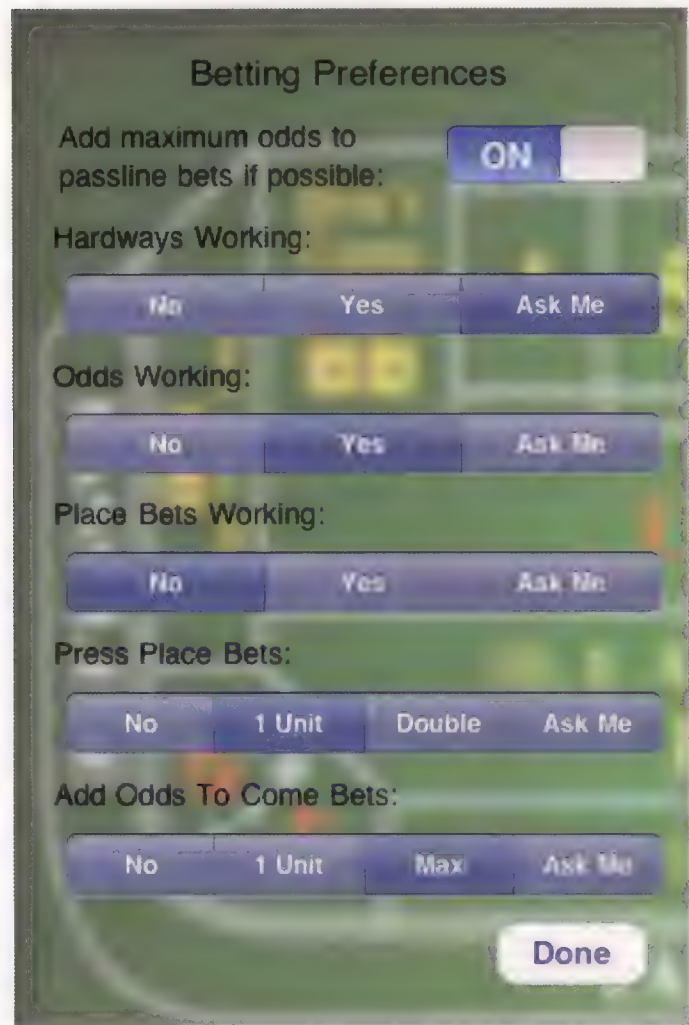
when you consider it's a table game. It's easily accessible for both seasoned craps players and beginners alike and will be sure to have both groups coming back for more. For fans of fruit machines, there is both *Touch Slot* and *Boozey Slot* to occupy yourself with. Both are equally competent versions of a traditional slot machine, but *Boozey Slot*, with its alcohol-based theme, is likely to appeal to those who enjoy both drink and slot machines. Texas Hold 'Em players can pass the time with *Texas Pick'Em*, while the dark horse of the section is the wonderfully enjoyable decision-making game *Spins*. Whatever your game, there'll be something here for you.

Price: £1.99 Developer: iCraps

Craps Deluxe

The complete craps experience in the palm of your hand

With such a small screen it's hard for the iPhone to truly replicate the table games you expect to find in casinos. With *Craps Deluxe*, however, the iPhone becomes a complete gambling powerhouse. Not only do you have a view of the whole craps table and every conceivable bet and option available, but you can even hear the goings on at the table with the dealer's calls included in the game. The game is also highly customisable, right down to the colour of the table you're playing on. The app's preferences screen allows for a number of changes from the shooter type through to adjusting betting options so you have complete power over the way you



■ Hear the dealer call out your bets and suggest others.

play. Controls are a combination of tap and drag as you would expect and provide a simple way to place your bets and move your chips around. To roll the dice you simply shake your phone, which adds an even more realistic feel to proceedings. In fact, with a pair of headphones in you would almost believe you were taking a seat at one of the gambling dens on the Vegas strip. A neat feature called 'ask the dealer' lets you see how much you stand to win from a bet and also provides a handy way to learn up on the game before you progress to the real thing. Often missed in casino games, the save/restore feature means that, should you have to exit the app for any reason, you can head right back to where you left off without losing any of your hard-earned cash.

The app has been updated on a number of occasions with bug fixes and speed enhancements, so players should find very few glitches during play. This app will serve as a great experience for craps fans and a brilliant learning tool for gambling beginners.



■ Customise the game to suit your taste and style.

Ratings			
Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



■ Play the complete game of craps with no corners cut.



Price: £0.59/\$0.99 Developer:

Totem Quest Slots

Inject some fun into one-armed bandit play



Totem Quest Slots introduces a colourful spin (excuse the pun) on the traditional one-armed bandit game machines by bringing the controls and graphics bang up-to-date for the iPhone and iPod touch. With entertaining sound effects and great bonus rounds, the game utilises touch and motion controls for selecting when to spin. With a number of "mystic" totems available you are able to use combinations of them to win more and even unlock free spins. While the main game is a lot of fun, the bonus rounds add a little more excitement and help extend the play of this simple slot game, which acts as a decent time-waster and for its low price can't really be faulted. Future updates would help extend the game, such as additional totems and bonuses.

Ratings

Longevity

★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★



■ The 15-line slot machine allows you to score big and win cash.

■ Tap or shake to spin the machine.

Price: Free Developer:

Texas Pick'Em

Preparing for your next big card game has never been more fun



Part game, part training tool, *Texas Pick'Em* is a useful application to help you raise your game when it comes to understanding just what beats what and the best hands to have in Poker. Played as a game, *Texas Pick'Em* is a variant of Texas Hold 'Em but with a timer introduced so you must pick your best cards in order to win. For the beginner or pro, this simple looking app will even show you the percentage chance a set of cards has of winning. This is a useful way to tune up your Poker skills, and while we did find a few glitches in some of the game results, with updates on the way and no risk in terms of cost, this is still a worthy addition to the card players' iPhone arsenal.

Ratings

Longevity

★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

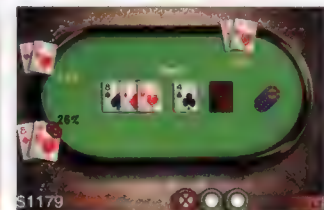
Overall Rating ★★★★★



■ Beat the clock and extend your game time.



■ Prepare for your next real card game with this app.



Price: 10.59/\$0.99 Developer: [redacted]

Touch Slot

The ultimate slots experience for the die-hard gambler



■ For extra realism your iPhone vibrates when the reels spin.



If you're looking for a very accurate slot machine representation, this app is probably your very best bet. Designed with all the classic slot machine symbols and sounds, the app is designed for use with an internet connection to use the servers controlling the game. The controls are as you would expect for an app of this nature: shake the iPhone to spin and touch a reel to spin it individually. The graphics and animation look really great in *Touch Slot* and additional features like the option to gamble and win free spins make this much more entertaining than your average slot machine app. For an added personal touch you can even play music from your iPod library while you gamble, like your very own jukebox. Made by casino experts, *Touch Slot* offers really great value for money and this entertaining little game sits high up in the list of quality casino apps.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: [redacted]

Boozey Slot

Beat boredom with this beverage-themed app



Casino owners like nothing more than the combination of alcohol and gambling for their customers, but now you can enjoy both of these things without actually having to fork money over to them. *Boozey Slot*, as the name really does imply, is an alcohol-based slots game where the goal is to match up particular drink types to win some (simulated) cash prizes. Match up the absinthe shots and you will be able to access the bonus mini-games against a clock.

Available in three currencies – dollar, euro and sterling – the app is a fun twist on the traditional slot machine genre and a freshly added auto-resume feature means that you can leave the game to take a call or use another app and return to where you left off later. With up to 20 prize lines available, this is a fruit machine game that should keep you entertained for a good while.



■ Match the drinks to win cash prizes.

■ Test your drinks knowledge and reactions against the clock.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★	★★★★	★★★★

Overall Rating ★★★★★



Price: £0.59/\$0.99 Developer:

Astro Slots

All the fun of the casino in one space-themed package



Science-fiction fans who enjoy a spot of gambling will love this attractive slot machine emulator, which provides some great entertainment over its five space-themed reels. Add your credit, spin the reels and you're off. With all the features you would expect, such as bump and nudge, the game looks and sounds authentic and offers an additional mini-game to enhance your winnings and go for the elusive "total eclipse galactic jackpot". Interactive elements allow you to upload your winnings to Facebook and Twitter so you can compete with friends online. Styled like a classic fruit machine, this is an app for the slot purists and should provide adequate play time, especially when playing against others for the top prize.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★

■ Send your highest scores to the web on Twitter and Facebook.



■ Just like the real thing, bump and nudge your way to glory.

■ You can play the mini-game to increase your winnings.



Price: £0.59/\$0.99 Developer:

Durak

The card game classic gets a very slick facelift



Another app, another card game, only this time the download is based on the Russian pastime Durak wherein the name of the game is to get rid of your cards before your opponents.

Played with 36 cards, Durak is a fast-paced card game that merits quick thinking and luck rather than caution but it's all the more entertaining because of it. The pace is set by a trump card, which denotes the trump suit, and the game is played out in a series of attacks and defences, with each player trying to rid themselves of their deck by attempting to trump the placed card.

Being based on such straightforward game naturally limits this app and the time you will devote to it but it is nevertheless fun and, it must be said, wonderfully well presented. This is extremely slick stuff from the developer and a benchmark for the way card games should look on the iPhone.

Ratings

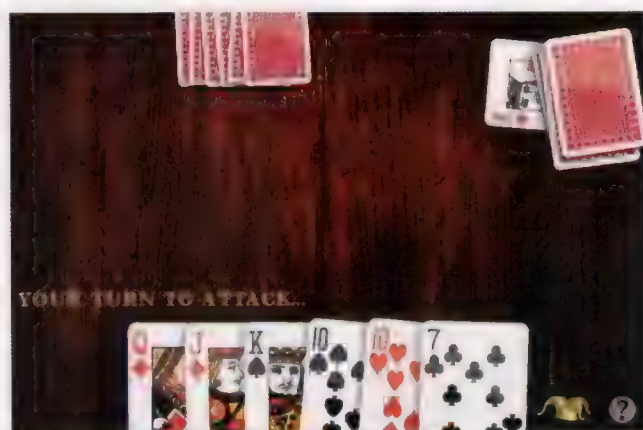
Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



■ Durak requires you to have good responses, as it's a fast-paced game that's not for slow thinkers.



■ Trump the placed card to get rid of your deck and win the game.

Price: Free Developer:

Flush

A fun new take on Texas Hold 'Em that won't cost you a penny

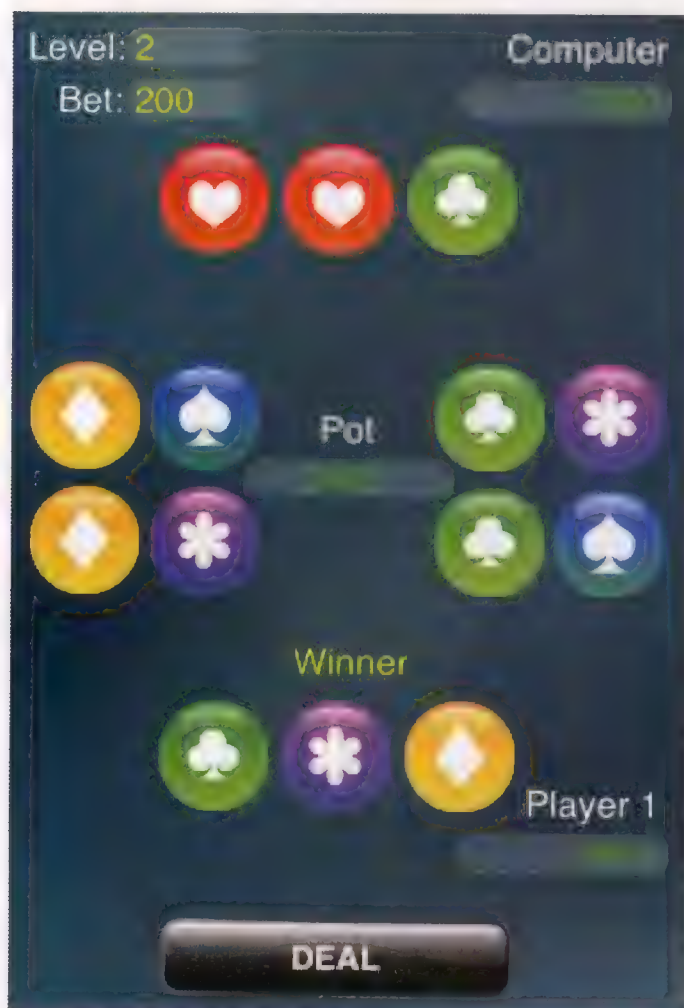


If you enjoy a spot of Texas Hold 'Em Poker or you are interested in learning how to play then this is an application you really need to download. The app is ad supported, which does mean it somewhat annoyingly includes promotional messages below some of its screens, but it also means that you can download it for free and enjoy some great gambling fun without having to lose any of your own hard-earned money.

Unlike traditional poker, *Flush* uses coloured marbles with symbols on rather than cards and it's these marbles which you use to bet on. As normal, you are dealt a hand and have to gamble on whether your hand will beat your opponent who, in

this case, is played by your phone. There's no two-player option available in *Flush*, which is a shame, although the computer makes a very worthy adversary, and you can easily upload your best scores to the web via Hypergon's online service if you feel like a bit of human competition. Graphically, the game is polished and colourful and requires simple taps of the on-screen buttons to make your plays. With three betting rounds per game, you move through a series of levels which, according to the game's developer, are unlimited. Calling, raising and folding are all available just like in the real game and provide a quick way to learn the ins and outs of Poker. We'd have liked to have seen a little more animation and perhaps some sounds included in the game but look forward to seeing them added in a future update, of which there have been a couple so far. Full instructions are included in the app, although there was no way we could find to return to the main screen without quitting the app. Fortunately, a resume feature is offered so you won't lose your current game should you need to leave it for any reason.

All in all, this is a very simple yet effective gambling app that easily competes with its paid-for rivals in terms of design and ease of use and will hopefully see further enhancements in the coming months.



■ Raise, call or fold depending on your hand of marbles.



■ Submit your scores to the web to see how well you're playing.

■ Take on the computer across the unlimited levels.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



Price: £0.59/\$0.99 Developer: Jerry Jee

Spins

Have some more fun when it comes to making decisions



Next time you go out to dinner with friends, make sure that you bring this app along. Like a wheel of fortune that helps you pick people rather than prizes, this gorgeously designed app makes mundane decision-making and petty squabbles a thing of the past. Add images of your friends from your iPhone photo library or take photos with its camera and add them to the wheel then spin to see who is chosen. The sound effects are great yet the music can become a tad annoying – fortunately, though, this can be turned off with a simple tap of the sound button. Additional extras include a yes or no answer generator and a very cute love me not game, as well as a rather useful tip calculator to help your designated friend (or you) work out how much they should pay. This really is a clever and brilliantly designed app with hundreds of uses.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★	★★★★★	★★★★

Overall Rating ★★★★★



Price: £1.19/\$1.99 Developer: Devarel

Caribbean Stud Poker

Take on one of the tougher table games without risk



Caribbean Stud Poker is a game along the lines of Five Card Stud where the player plays against the house and not other players. As such, this is the perfect game for play on the iPhone as there is no bluffing or tactics required. The game plays much like many of the Blackjack and Poker games found on the iPhone and involves simple taps of the screen to raise your bets and move chips or to fold. Useful as a learning tool, Caribbean Stud Poker is a fun app to while away a little time but won't keep you hooked for too long and as such, has a relatively high price for a game of its kind. That said, if you do manage to master the art of the game it could reap rewards next time you visit a real casino.

Ratings

Longevity	Fun factor	Controls	Value
★★	★★	★★★★	★★

Overall Rating ★★★



Dice Games

On first impressions dice games may seem like a rather limited genre when in fact it's probably one of the most varied, covering everything from travel games to tabletop RPGs





Dice games may not get the blood pumping in the same way as arcade and adventure games, but for many gamers they're equally entertaining and can also be twice as useful. For example, we have *TRPG Dices*, which isn't a dice game in the true sense of the word, but instead a very useful app for fans of tabletop role-playing games (or TRPGs) such as *Dungeons & Dragons*. It's designed to replace the many-sided dice of TRPGs, saving you from carrying your collection of physical dice around with you. At the slightly less useful end of the spectrum we have *Face Pile*. Produced by French developer Crix, this 'game' is simply

an iPhone version of 'heads or tails'. You shake your iPhone, it flips a coin. Is it worth 59p? We'd suggest not, but if you're so indecisive that you need an app like this, it may prove to be the best 59p you've ever spent. Don't fret if *Face Pile* is no use to you, as there are plenty more entertaining games in this section, with *iFarkle* and *Zero Out* proving to be the standout games here. Neither game boasts the animations or flashy physics of some of the other dice games available, but they both do what they're meant to and they do it well. Even if you're unsure about the appeal of dice games, there's certain to be something here that you'll enjoy.

Price: £1.79/\$2.99 Developer: THQ

Pass The Pigs

Pass a better iPhone dice game, more like...



Pass The Pigs has been a mainstay of travel games for years, filling in those long car journeys between bouts of Pocket Battleships and Yahtzee, so it's not entirely surprising to see an iPhone version. It seems like a good match as well: the iPhone's accelerometer seems tailor-made for shaking up those little (virtual) plastic pigs, and there's no chance of ruining the game with a lost score book or even – God forbid – a misplaced pig. The iPhone is even a similar shape to the game's plastic casing. A perfect match, right? Well...

Compared to some of the other, more successful dice games on the iPhone, *Pass The Pigs* is a massive disappointment. There



■ This is where we'd make a joke about making bacon, but we're far too mature for that.

are none of the 3D graphics or realistic physics that we've come to expect and can deliver an experience that takes advantage of the hardware, with THQ favouring more limited hand-drawn 2D art that looks nice in stills but lacks the slickness in action of the best games of this type.

Playing is a simple matter of holding an on-screen button and giving the phone a quick shake, with how you shake it having little actual effect on how the pigs settle. Beyond that it works exactly like the classic game, awarding points depending on how the pigs land, with the more improbable positions earning extra points. You keep going as long as you dare, risking your accrued points against the likelihood that you'll lose it all on a bad throw, whether you're against human players or the computer. There is some attempt at variety with unlockable portraits for each player, featuring the game's pig mascots in some 'unique' headgear, as well as a slightly odd story mode, but it all revolves around the basic game.

It's a fairly faithful adaptation of the original so it can't be faulted in that respect, and it might well be good enough to pass a car trip or two, but if it's a dice game you're looking to play on your iPhone there are much better options that offer more impressive experiences for the same price.



■ There's an element of risk in how far you're willing to go, because a bad throw will lose it all.

■ The fact that you can choose the difficulty of your computer opponents suggests that the outcome is not entirely random.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Tones2 Development

Triple Dice!

Substance over style for another iPhone dice poker game



Playing poker with cards may be back in fashion, but on the iPhone it seems to be all about dice poker. Different hands have different odds to the more familiar alternative and so poker fans can find it confusing at first, but the use of the accelerometer to shake the dice and the faster pace make it a great match for the platform.

Triple Dice! isn't the most technically accomplished iPhone dice poker game – that title would go to the excellent *MotionX Poker* series – but devotees of the game will likely find it to be a very comprehensive simulation.

What you get in here is a wide selection of games and rules that are more like those you'd find in a casino than the arcadey alternatives on the iPhone. Casual players might find it duller, however, with some very utilitarian visuals and none of the flair that the best games are able to present. One for fans, then.

Ratings

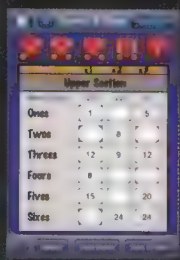
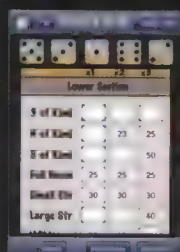
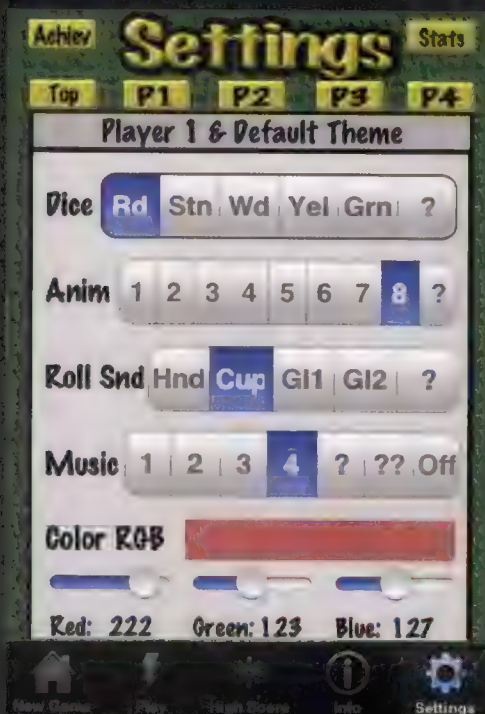
Longevity
★★★

Fun factor
★★★

Controls
★★★★

Value
★★★

Overall Rating ★★★



■ The sheer number of options should please poker aficionados.

Price: £1.19/\$1.99 Developer: Make Software

TRPG Dices

Don't know what 'AD&Dv4' is? Then don't bother...



Less a game in itself than an essential companion for devotees of a certain type of game, *TRPG Dices* is an app designed to replace the many-sided dice of tabletop role-playing game (TRPG) players. People looking for a dice game to play on their commute need not apply, but those who spend their free time on the likes of Warhammer may find it a valuable alternative to carting around their collection of physical dice.

It certainly doesn't skimp on features considering the specialist audience, proudly claiming to use the Mersenne twister random number generator for the most unpredictable numbers possible on the iPhone and able to simulate, on a single screen, everything from a coin toss to a 100-sided die.

Obviously it's not a game, per se, and it's not going to win any awards for visuals being that it's entirely menu-based, but it does what it's supposed to and does it well.

Ratings

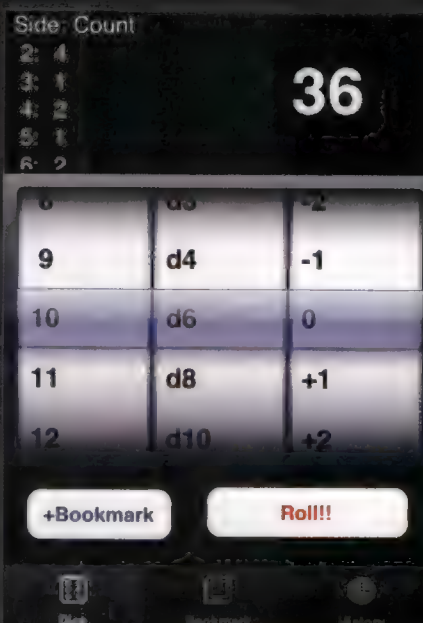
Longevity
★★★

Fun factor
★★★

Controls
★★★★

Value
★★

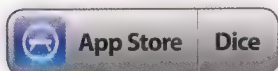
Overall Rating ★★



■ An iPhone certainly beats carrying around a full complement of physical dice... in more ways than one.

■ Most people will find this screenshot boring, but to a hardcore TRPG fan it's thrilling.





Price: £0.59/\$0.99 Developer: Crib

Face Pile

Should you buy this app? Flip a coin, let fate decide...



■ That reflection looks pretty nice and might be worth 59p. Unless you've got a polished table, of course.



This being a French production, if we told you that 'face' and 'pile' translated to 'heads' and 'tails' respectively, it should become clear exactly what this app is. Shake your iPhone and it flips a coin and it either lands heads or tails up, aiding you in making life's most difficult decisions.

If you're indecisive enough to need this, though, let us make it easy for you. You can pay 59p for this and get a virtual – albeit nicely rendered, if graphics are important to you in a game like this – €1 coin, or you can flip a real coin, which is both cheaper and leaves you with a real coin to, you know, spend on stuff. Proper games for your iPhone, for example.

If *Face Pile* was free then it would be pointless as anything more than a tech demo, and there's absolutely no reason at all to spend real money on it.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

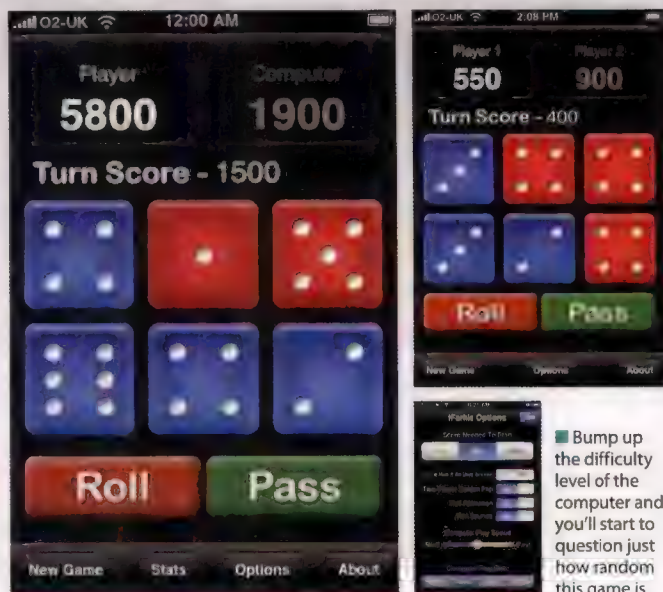
Price: £0.59/\$0.99 Developer: SKJM

iFarkle

Not as rude as it sounds, but more fun than you can imagine

As an iPhone version of the classic dice game Farkle, *iFarkle* is a pretty competent app. It's very similar to dice poker in that you roll a collection of dice – in this case six – and total up your points, with the objective here being first to reach 10,000 points. Boost your score by playing until all your dice are part of a scoring combination, but fail to score in a round and you 'farkle', losing your points.

It's a surprisingly fun little game, and being able to play it against the computer or take turns against human opponents makes it a good choice for both solo players and those who are looking to pass the time with a small group of friends. The computer can be suspiciously lucky, but given that the developer goes out of his way to point out that it doesn't 'cheat', we'll give it the benefit of the doubt there. It's a solid game that's worth the low price.



Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

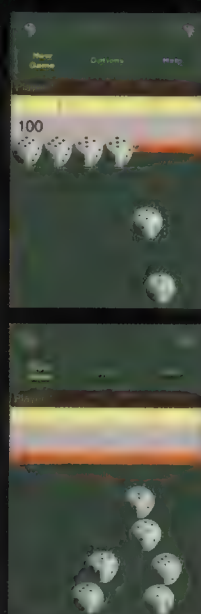
Overall Rating ★★★★★

■ Bump up the difficulty level of the computer and you'll start to question just how random this game is...

10,000



The ability to play with up to four players is a nice feature that more games should copy.



Can you work out how to submit that score? We struggled as well.

Price: £0.59/\$0.99 Developer: VeryGames

Substance over style, but not enough of either



This French-made version of 10,000, also known as Farkle, is a straightforward iPhone adaptation without any bells and whistles.

Despite a four-player mode that supports any combination of human and computer-controlled players, it's quite a clumsy port, not helped by the questionable English translation of the rules and instructions, making it an uphill struggle for people who aren't familiar with the game. Even for those who are, the interface is a bit of a kludge and not immediately clear. Not great for a device that prides itself on its intuitive interface.

Throw in the fact that it looks very bland at the best of times, lacking any of the graphical flourishes that the best iPhone dice games enjoy, and you have a reasonable but uninspiring interpretation. It would have been worth a look as a free game, but there are much better paid alternatives.

Ratings

Longevity

★★★

Fun factor

★★★

Controls

★★★

Value

★★★

Overall Rating ★★

Price: £0.59/\$0.99 Developer: Mint Apps

More hero than zero for the classic dice game

Zero Out



This is really all there is to Zero Out, but the strength of the gameplay carries it through.

There's a bit of a learning curve to Zero Out, but stick with it.



Zero Out is another classic dice game that's been ported to the iPhone, this time the game of many names that you might know as Shut The Box, Klackers, Batten Down The Hatches, or many others,

in which you roll dice and attempt to total everything from one to 12. As each number on the dice can only be counted once you'll eventually reach the point where you can't complete any more, and the object is to get there having covered as many numbers as possible.

As far as dice games go, this is fairly bare bones, with no animation or flashy physics like we've almost come to expect from the genre on the iPhone, but at the same time it plays a very solid game and plays it well. There are more feature-laden dice games, but this has the added bonus of a free advert-supported version being available, giving you no excuse not to at least try it out.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £1.79/\$2.99 Developer: EA Norder

Yahtzee Adventures

The old game comes good



Nobody really seems to play Yahtzee any more. While Monopoly, Trivial Pursuit and Pictionary have lasting appeal that sees them taken out of the cupboard every Christmas, Yahtzee is like the forgotten brother, left in the corner to be ignored. To be fair, it's not hard to see why. Although the game does a good job of nestling inside your head

once started, the thought of rolling dice in the hope of making a good combination isn't as riveting as, say, building a huge hotel on Park Lane. Trust Electronic Arts to try to inject some pizzazz into proceedings, though.

Noticing that Yahtzee lacks a sense of fun, the developer has added in a handful of unique touches. There's now a background story, which sees you, the adventurer, travelling the world, battling

against the best players who dare take you up on your challenge. Better than this are the spins that have been put on the core ideas. Rather than just the basic game, you can play 'Battle', 'Rainbow' and 'Duplicate' with the former being the most charming.

Introducing an almost RPG-like quality, you and your rivals start with a certain amount of hit points. As well as trying to wear these down, you also have to keep an eye on yours and when necessary, restore them by playing well. It's the extra something Yahtzee needed and could even turn those who were put off by it in the past. Rainbow and Duplicate are slightly more generic, with the first dealing with coloured dice and the second dishing out the same dice to each player. It's this diversity, though, that makes *Adventures* a more worthy purchase than other games; there's so much more to it.

Overall, EA has, once again, taken a casual pastime and adapted it perfectly for the iPhone. You can even shake it to roll the dice if you so wish. Admittedly this will probably still be judged due to its name but if you're willing to look past that, you may be pleasantly surprised at how much you warm to *Yahtzee Adventures*.



The controls are solid, utilising the touch screen and accelerometer well.



What's better than getting a Yahtzee? Nothing.



Ratings

Longevity

★★★

Fun factor

★★★

Controls

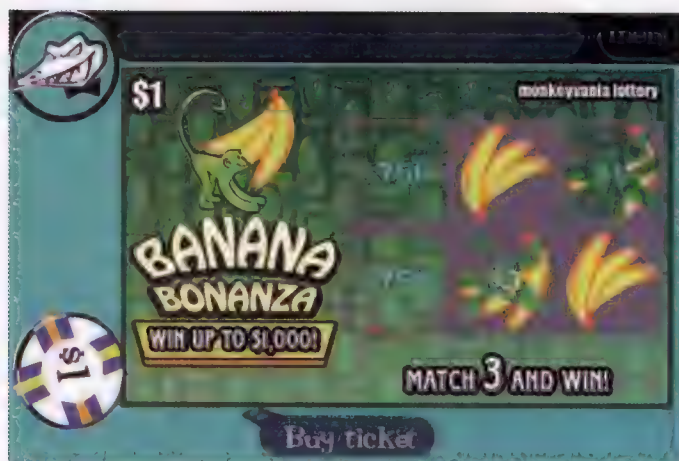
★★★

Value

★★★

Overall Rating ★★★

The characters you meet on your travels are suitably ridiculous and over the top.



■ It may be your standard gambling sim, but *Burning Monkey Casino* has more personality than most.

■ Spinning a wheel on an iPhone may not be the most engaging thing in the world, but the other six games more than make up for it.

Price: £1.79/\$2.99 Developer: Freeverse, Inc

Burning Monkey Casino

When monkeys ruled the world...



Regardless what anyone thinks about *Burning Monkey Casino*, it easily wins the award for 'greatest title on the App Store'. As the name suggests, those who enter it will be greeted with a handful of casino-type games, all of which are designed to convince you to part with your fictional cash.

Featuring Slots, Blackjack, Video Poker, Money Wheel, Pachinko, Scratch-N-Win Lotto and 3 Card Monty, none have been integrated particularly originally and use the iPhone's interface as you'd expect. The charm comes from how colourful the theme is, with each game threatening to blind you with happiness thanks to the animal that accompanies it; there's nothing better than going on a losing streak and watching their face become an upset mess.

Admittedly, *Burning Monkey Casino* is nothing more than a basic gambling game but it's solid enough to be worth the money and has enough personality to make it stand out.

Ratings

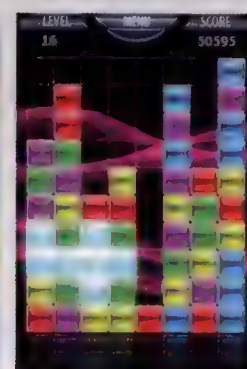
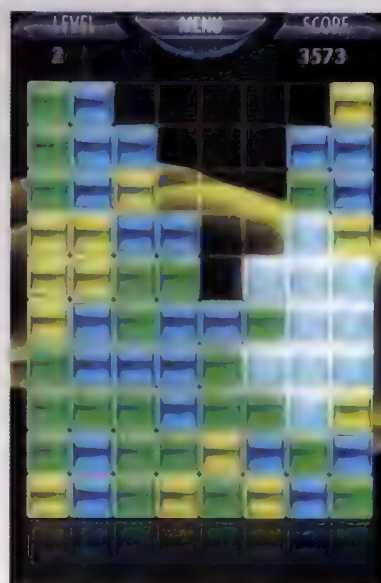
Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ Don't be too shocked to see minutes turn into hours. *Puzzle Star* is an addictive game.

■ It may look pretty simple but *Puzzle Star* has a surprisingly deep learning curve.

Price: £1.79/\$2.99 Developer: Geardome

Puzzle Star

The simplest ideas are always the best ones



The majority of puzzling games all seem to follow a very similar template. Presented with a series of blocks, you're asked to eliminate them all from the screen in some fashion. It may require linking them all together or matching colours up to form a single entity. *Puzzle Star* toys with the idea of both.

Asking that you clear groups of squares by simply tapping the iPhone screen, spaces that remain will be filled by the remaining blocks. It's imperative to make sure that you're removing them in the right order as failing to do so will leave you with an incomplete set, meaning that it's game over. It's as addictive as all the best puzzle games are and before long *Puzzle Star* will have you scanning the screen with serious intent making sure you don't make a treacherous opening move. A fantastic app for a decent price that will last as long as your intellect allows.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Educational Games

The iPhone offers plenty of different types of games, but some of the most useful and enjoyable, for children and adults alike, are the wide variety of educational games on offer





Can learning be fun? Really? It's hard to say for sure but one thing is certain: the iPhone is making educational gaming cool. Whether it's *Math Magic* you're looking for or learning about the human body with *Amazing X Ray*, the iPhone caters for a huge range of educational downloads. Indeed, iPhones are giving people reasons to get their brains in gear all over the world and these educational games are proving to be the most popular way to do just that. Why not, for instance, join the thousands of others who have downloaded *Brain Age Memory* and test yourself? Or why not relive those childhood years with an *Etch A Sketch*

app and learn to come up with some great designs in the process? *Knight's Tour*, too, is a fantastic way to get to grips with one of the most important pieces on the chess board, something that will come in very handy later on when you download your first chess app. Younger users will also love the *Clocks4Kids* app which is a colourful and unique way to learn how to tell the time. Older iPhone and iPod touch users, though, will probably get more out of the popular *Mental Age*, and the more daring of them will almost certainly be tempted to beat our record on *Pi Brain*, an app that gets you extremely familiar with the famous number.

Price: Developer:

Brain Challenge

Move over Dr Kawashima, you've got competition



Brain training on the DS has been a phenomenal success for Nintendo. It's hardly surprising, then, that so many developers have been quick to jump on the bandwagon and come up with their own variations.

Numerous offerings already exist on the iPhone, but this effort from Gameloft is easily the best. As soon as you witness *Brain Challenge's* excellent

presentation and see its beautifully drawn visuals and clever mini-games you instantly know your money has been well spent.

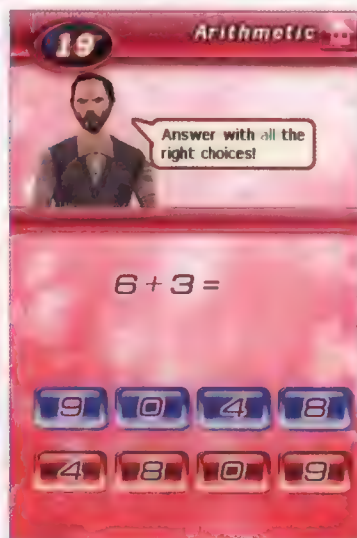
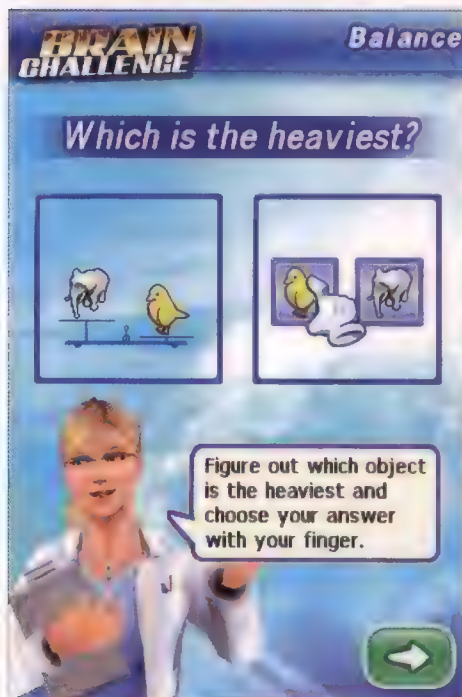
As with many brain training games, a variety of different game modes exist for you to tinker around with, the aim being to boost your overall brain score as you use it each day. The five available categories include: Visual,



■ *Brain Challenge* is full of simple tasks, but they are all tailored brilliantly well to the iPhone's screen.

Logic, Math, Memory and Focus and one puzzle is initially available in each, although more get unlocked with extended play. The challenges themselves come in a variety of styles and require you to do everything from looking at a collection of balls and working out which one bounces the highest, to figuring out which displayed items weigh the heaviest. Being a brain training game, there's plenty of maths puzzles to solve as well, and Gameloft has even created a challenge exclusive to the iPhone.

In addition to its varied mini-games, it's the superb presentation that really impresses with this excellent release. Bonus games, as mentioned, are plentiful, but Gameloft has also included plenty of initial game modes, ensuring that there's also a reason to return to this app. Daily Test includes both the main game and a ridiculously challenging stress mode that often requires you to complete two tasks at the same time, while Training mode enables you to practise within a set time limit on any challenges you've already unlocked. There's even an additional bonus section where more challenges wait for you. In short, this is phenomenal stuff for its paltry asking price, even more so when you consider the cost of near identical alternatives on other consoles. Gameloft continues to impress us with the sheer amount of variety, presentation and ideas that it pours into each release and *Brain Challenge* is no different. Buy it now or sit in the corner with a dunce cap.



■ Presentation throughout is faultless; amazing when you consider this is only £2.99 and better than most full-priced efforts.

■ Stress mode features this annoying manager who scolds you when you fail a task.



■ As well as solving these equations you also have to stop the mice from eating the cheese.

Ratings

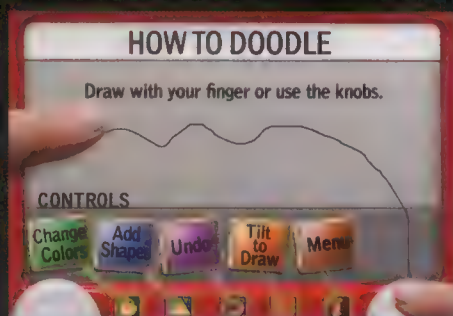
Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



Etch A Sketch

Price: £1.19/\$1.99
Developer: Freeze Tag, Inc

Relive your youth with this brilliant retro app



Remember when you spent hours drawing little doodles with your Etch A Sketch toy as a child? Now you can relive your childhood with this brilliant app that harks back to the day when toys weren't just motivated by the latest movies and cartoons. Use your finger to control the knobs on the virtual Etch A Sketch, just like you used to, and add colours and text (something you couldn't do before). Make a mistake or want to start over? Just shake your iPhone to clear the image and try again.

Unlike the real thing, with this application you can import images to trace over and save your creations to your phone. Also, if the knobs are a little too fiddly for your drawing taste you can set the Tilt-To-Draw mode, allowing you to doodle by angling your phone in different directions. This is a highly recommended and entertaining little app.

Ratings

Longevity
★★★

Fun factor
★★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



Price: £0.59/\$0.99 Developer: Lab 2628

How old is your brain? You might be surprised...

Brain Age Memory



There are a number of apps on the App Store that promise a great or unique feature but fail to live up to their billing. While *Brain Age Memory* doesn't claim to be anything it's not, it is a bit of a

disappointment considering it's not a free application. While the algorithms that determine your brain age after you complete ten rounds of remembering numbers provide interesting facts to begin with, the interface is a little simple and the feature set is too limited to warrant repeat usage. Of course, once you have discovered your brain age, you can continue to use the app to bring it down by "training" it with use over time, however, we would have liked to have seen a few more exercises to get our grey matter into shape. *Brain Age Memory* does exactly what it says on the tin but, unfortunately, that's about it.



Follow the numbers on the screen and remember where they were.

Ratings

Longevity
★★★

Fun factor
★★★

Controls
★★★

Value
★★★

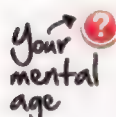
Overall Rating ★★★



Price: Developer:

Mental Age

A challenging app with rudimentary presentation



There are a number of brain games in the App Store that challenge you with cryptic puzzles and math questions. This app by Vanilla Breeze only features one challenge, which is aimed at

improving your memory. When first loaded a white dot appears on screen; once tapped a slider appears with your current brain age (or score). When the slider moves off screen a new dot has appeared, and you're tasked with tapping on it to proceed. It sounds simple enough, but once there are ten or more dots on the screen it's tricky to work out which is the new dot. The app is accompanied by an annoying looping music track, with no option to mute, and the graphics are basic. With only the one game to play you're likely to exit this app within minutes, to never load it again.

Ratings

Longevity	Fun factor	Controls	Value
★	★★★	★★	★★★

Overall Rating ★★★★★



Possibly the least exciting screenshot in this book, but the app's good fun!

Working out which is the new dot isn't always easy.



Move your knight across the board until you have touched each square.

Price: \$0.99/\$0.59 Developer: Web Artisan

Amazing X-Ray

All the fun of an X-ray with none of the radiation



Like a number of applications on the App Store, Amazing X-Ray offers you the chance to wow friends and family with clever tricks. You simply pick the body part you would like to scan, hold the iPhone over the body part you have chosen and pretend to start the X-Ray. Using the iPhone's accelerometer you can cleverly move the phone as you angle it slightly to provide the illusion of looking at the bones beneath the skin. In order to prepare you for your trick, a countdown to the X-Ray provides ample time to get your phone in position. Amazing X-Ray offers a great interface with quality sound effects and an easy way to switch between the body parts you require. You can choose to scan your hands, knees, ankles and face (or somebody else's) to truly impress your audience. You can also change the scan type by tapping the screen, which only adds to the experience. Great fun.



Price: Free Developer: POAscent Inc.

Knight's Tour

Simpler than chess but requires skill and strategy all the same



This is a very simple application in terms of use and graphics but can be excused because it is free. The aim is simple: across a board of squares you must move a knight chess piece over all of the squares, only touching each one once. While it sounds simple, the movement (one up or down and three across) means that a strategy is required. The number of moves are listed below the board, as well as instructions on how to play. While there's little to keep the young entertained, older children will be able to use this to learn the basics of chess. Adults will also find the game taxing and as you continue to play you'll become faster and more efficient. Nothing spectacular but a fun test nevertheless.

Ratings

Longevity

★★★

Fun factor

★★★

Controls

★★★

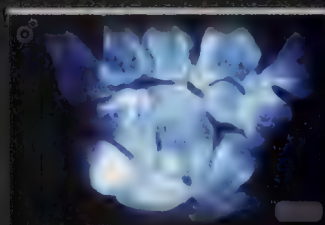
Value

★★★★

Overall Rating ★★★



■ The visuals are impressive... and ever so slightly creepy too.



Ratings

Longevity

★★★

Fun factor

★★★★

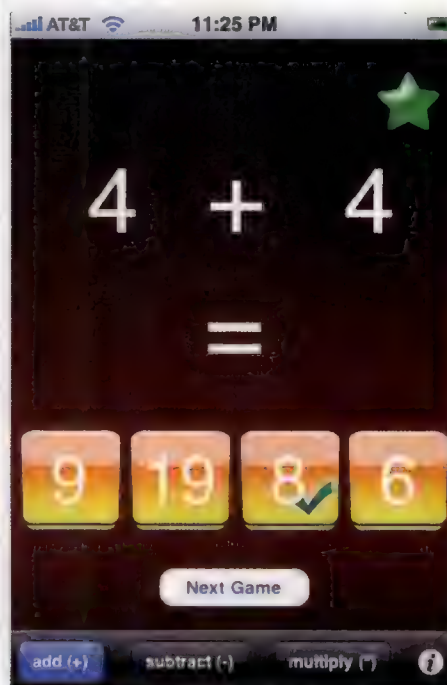
Controls

★★

Value

★★★★

Overall Rating ★★★



Custom settings let you tune the app to suit your child's needs.

Price: £0.59/\$0.99 Developer:

Math Magic

Kids learning mathematical basics on their phone



If your children have reached the stage where they love gadgets and computers a little too much (just like us, it must be said) and you fear it may impact somewhat on their learning, this app is the perfect compromise for the little tikes. With a very simple interface and basic controls, *Math Magic* teaches them addition, subtraction and multiplication through a series of simple questions. Answers are provided by tapping the correct option and a simple shake of the phone moves to the next question. Every time your child answers a question correctly, a human voice enthuses over their success before moving on to the next question. Settings are also available to customise the app for your child's personal needs and stars are awarded for consecutive questions answered. If your child has an iPhone or is continually pinching yours off you, this is an essential game to download that will keep them engaged while they become tech-savvy.

Ratings

Longevity

★★★

Fun factor

★★★

Controls

★★★★★

Value

★★★★

Overall Rating ★★★★★

Sheer frustration to build your brain power

Price: \$0.99/\$0.99 Developer: Tyler Christy

Stroop



Matching words with the colours, sounds like it should be simple...

Scores are calculated and then displayed on a leaderboard.

Level 1	
Avg accuracy	69.52%
Avg time	591 ms
Best time	556 ms
Leaderboard	
1. Smash	204
2. Tyler	204
3. Smash	197
4. Sleest (you)	196
5. Tyler	
Local Global	



There are apps that are fun and apps that are horrendously addictive – *Stroop* covers both in equal measure. Nothing much to look at, *Stroop* is a simple challenge of reactions and the time it takes your brain to process information. Coloured dots appear on the screen alongside a word written in a specific colour, and you must match the word with the colour, not the colour of the word – if you see what we mean. For example, blue may appear written in red, which means you need to press the blue button. It seems like it should be easy enough but if you want to score highly you will need to be fast and very focused. With simple sound effects and a new online leaderboard available, this app is a frustrating yet ultimately awarding way to spend a small amount of money. An update has already been added for the application with more fixes and enhancements hopefully upcoming too.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

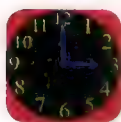
Overall Rating ★★★★★

Clocks4Kids

Price:

Developer:

Make sure your kids can tell the time in analog or digital formats

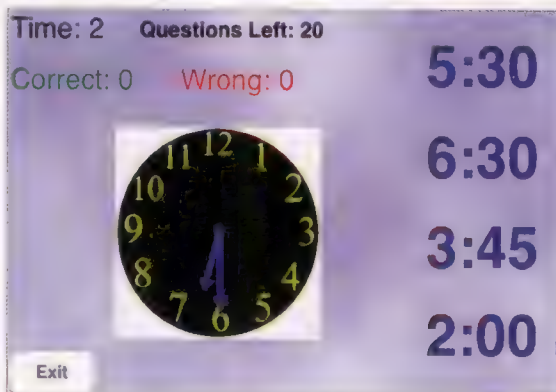
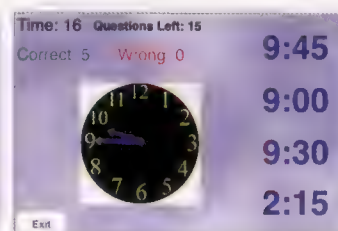


As the world becomes more and more reliant on digital technology we begin to forget about certain important elements such as telling the time on an analog clock. This app aims to keep your kids' brains ticking by challenging them to tell the time on a traditional clock face. With 20 clocks per level, kids must match the time on the clock with the correct answer from a list of times. The app's graphics are basic but the testing process will certainly benefit those learning to tell the time and entertaining sounds add to the enjoyment. Controls are purely touch-based making the application easier for little hands and the timer adds a little more urgency to proceedings. Results are listed on screen as the game is played, providing feedback as to how well they're doing. This is a pretty basic application but for the benefits it could offer your child it will be money well spent.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



Answers are listed above the clock as you play

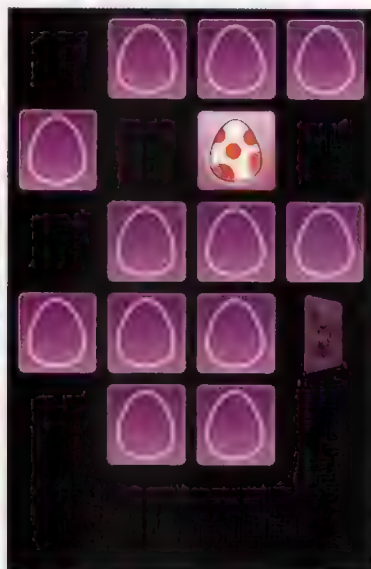


FlipEggs

Price: — Developer: —

Help your children build their memory with this fun app

Toddler mode makes things easier for youngsters.



Tap the cards to reveal eggs and match them correctly, just like in the many other pairs style games available.



Joining a long line of pairs-style applications, *FlipEggs* is a colourful little game for youngsters, although adults will also find some limited fun to be had too.

The design of the game is very impressive for a free app, with smooth transitions and bright cards featuring pictures of eggs that will keep kids happy. The sounds are also pretty slick, with a particularly fun rabbit noise that will delight toddlers even if they don't quite grasp the concept of matching the correct cards. There are settings to allow for different skill levels so a wide range of ages can play this game without too much difficulty. Easter themed, the app is ideal for this time but will still have the ability to provide fun throughout the rest of the year. Perfect for keeping children entertained on a long car journey or to simply pass some time elsewhere, this is a great example of a free, child-friendly application that will keep the tots amused.

Ratings

Longevity

★ ★ ★

Fun factor

★ ★ ★ ★

Controls

★ ★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★

Price: Free Developer: Henry Chan

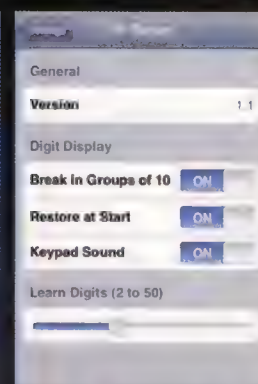
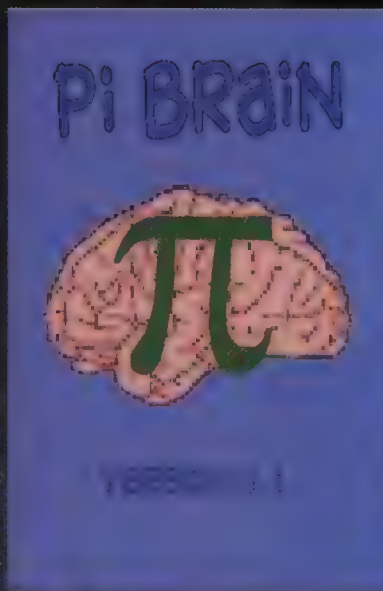
Pi Brain

How many of the numbers of Pi do you know?



This is a particularly strange app, the conception of which we would really love to know about. Pi, the 'irrational' number continues into infinity, never repeating and your challenge is to remember it.

Choose between the Learn screen and the Test screen to start memorising the numbers and begin testing yourself by typing them into the keypad provided. We got as far as 15 before making an error, which is accompanied by an extremely annoying siren type sound that can, fortunately, be turned off in the settings. Another setting allows you to alter the way in which the numbers are displayed on the iPhone's screen, to aid different types of learning. As a memory exercise, this is a good little tool but in terms of design and entertainment there's little to get excited about with *Pi Brain*. It's certainly worth a try, considering it's a free application but it doesn't really come highly recommended.



Adjust the way numbers are displayed to help you learn.

Weak graphics and a lot of learning to be done.

Ratings

Longevity

★ ★

Fun factor

★ ★

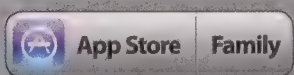
Controls

★ ★ ★ ★

Value

★ ★ ★

Overall Rating ★ ★ ★



Family & Kids Games

The iPhone might be most popular with go-getting execs and hip lifestyle trend-setters but it's got loads to offer the whole family too, as these brilliant games show





This might seem like it's a section exclusive to those just finding their feet with videogame technology but there is an abundance of amazing apps just waiting to be played by people of all ages. Everyone, for example, should check out the delightful *Sneezies*, "one of the cutest and cleverest apps we've discovered for some time". Or how about *Lego Batman* from the ever popular series of Lego videogames? It might not be to our tastes exactly but the Lego game world has loads to offer all sorts of gamers (and the mega cute graphics don't hurt either). Elsewhere there's *Ms Pac Man*, which is only really let down by a

lack of an online scoreboard and its slightly high price tag. Otherwise it's good old-fashioned arcade fun for all the family, just like *Sheep Launcher*, "a wonderfully simple concept that's been seen hundreds of times before and yet we still can't pull ourselves away from it." Maybe it's the amusing power-ups or the tranquil classical music or it could be the excellent hand-drawn visuals. Indeed, there are bargains aplenty to be found in this section and only a fool would be turned off by the category's title. Big, bold colours, scorecharts, variety and a hell of a lot of fun – what more could you want from your iPhone games?



App Store Family & Kids

Price: £0.59/\$0.99 Developer: Retro Dreamer

Sneezies: Chain Reaction

Retro Dreamer's new app is not something to be sneezed at



With so many games now costing just 59 pence, a title has to be really special in order to make it stand apart from its competitors. So here's our own little shout out to the wonderful *Sneezies*, one of the cutest and cleverest apps we've discovered for some time.

Life for a Sneezie is pretty sweet, as they just spend all their time floating around in little bubbles, safely cocooned from the world. Of course, that wouldn't really make for that exciting a game, so Retro Dreamer allows you to cover a Sneezie in sneezing powder with a simple tap of your finger.

After breathing in the powder the poor fur ball lets out a giant sneeze, bursting his bubble and passing on a noxious cloud to any

other Sneezie in his vicinity. The resulting chain reaction is superb, with tiny little critters exploding everywhere and your ears being filled with seemingly hundreds of delightful little sneezes.

What sounds a ridiculously easy concept, soon proves to be anything but thanks to the clever game modes that Retro Dreamer has created. The main game is a simple score attack mode and sees you simply trying to capture a set amount of Sneezies. This is harder than it first sounds, though, as the Sneezies themselves are constantly moving, meaning you have to work fast and think hard in order to set off a killer chain reaction.

Challenge mode on the other hand gives you a set amount of sneezing powder doses and a specific number of Sneezies to capture, with an additional go earned if you capture 75 per cent or more of the critters found on screen. Needless to say the scores gets higher and higher with each completed wave and the number of little buggers increase until there are literally hundreds on screen. Finally there is Score EX, which combines the first two modes but only gives you a single dose of sneezing powder to achieve your task.

The concept is indeed simple, but excellent scoreboard integrations with Facebook and Feint Online means there's always a reason to return to Retro Dreamer's amazing, addictive game for the iPhone.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★



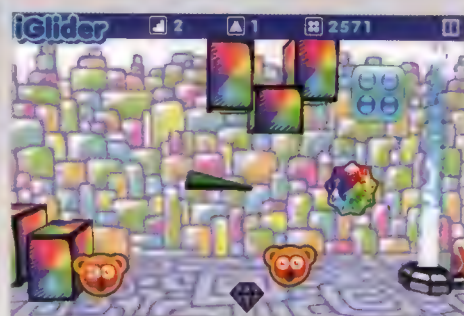
■ It looks really easy, but the constantly moving Sneezies mean you have to take your shots carefully.



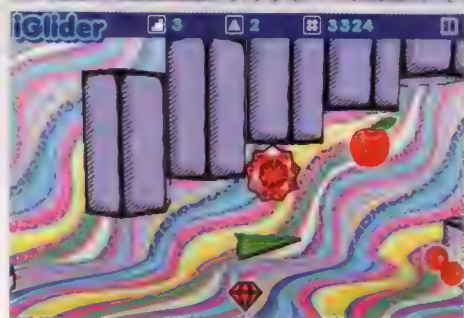
■ Later levels get packed, which makes for spectacular viewing when a chain reaction gets set up.



■ You'll be expected to snag a set amount of Sneezies before you can move onto the next level.



iGlider is a joy to play thanks to excellent use of the accelerometer.



Certain stages are extremely gaudy, meaning you can often be distracted from what you're actually doing.

Price: £0.59/\$0.99 Developer: Opiflix

iGlider

As original as putting i at the beginning of an iPhone app



We're really impressed with *iGlider*. The actual concept – use the accelerometer to guide your craft through a tunnel – has been done to death on Apple's machine and yet we can't leave this particular clone alone. Controlling a paper plane (you're usually at the helm of a helicopter or jet), you simply tilt your device to control speed and height. The simple controls enable you to focus on collecting various power-ups, gems, bubbles and a host of other different items. It's a great concept that mainly works due to its charming pastel visuals, soothing music and amazingly accessible gameplay. It's not always easy to work out what you're supposed to be collecting and avoiding – you'll lose points if you hit certain things – and the lack of an online leaderboard seems a missed opportunity for what is essentially a score attack game, but *iGlider* nevertheless remains a fun little app.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Traveller's Tales

Lego Batman: Gotham City Games

Holy naff iPhone game Batman! This Lego's in trouble!



Yes we know that the Lego franchise is solely made for kids, but that doesn't mean we haven't enjoyed the odd game over the years. Sadly, despite the low price point, we can't see how even the most ardent Batman fan is going to get much enjoyment out of this miserable effort. Although it features a fair amount of mini-games ranging from shoot-'em-up sections to throwaway efforts based on *Simon* and pinball, it's so crushingly dull to play that you'll soon lose interest. Yes the visuals are fantastic, but slowdown continually rears its ugly head, especially when there's a lot happening on screen but that's about it. The accelerometer controls are pretty decent, but the actual touch interface is exceedingly poor and doesn't always register your touch. Kudos to Traveller's Tales for trying to take the franchise in a new direction but we'll be leaving this well alone. Even at 59 pence.

Ratings

Longevity
★★★☆☆

Fun factor
★★★☆☆

Controls
★★★☆☆

Value
★★★☆☆

Overall Rating ★★★★★



It looks nice, but this section slows down horribly when there's a lot happening on screen.

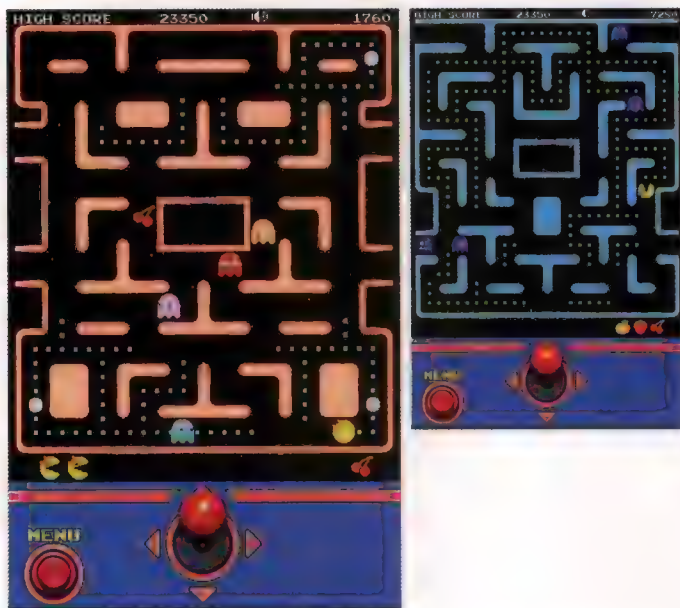
This pinball table is good fun, but lacks the style and table design seen in separate releases.



Price: £3.49/\$5.55 Developer: Namco

Ms Pac-Man

28-year-old girl power in the palm of your hand



■ The new mazes are more complex than Pac-Man's, and, as a result, more fun to play.



Pac-Man is already available on Apple's machine, but we urge you to pick up this far superior sequel instead. The original single maze of *Pac-Man* has been replaced with four new mazes, allowing for far more variety, while the ghosts that chase you are much cleverer than before, offering more of a challenge. Other notable changes include new cut-scenes and moving fruit, but this is otherwise based on the same collect-the-dots formula that made *Pac-Man* so popular. Control wise you're offered a variety of options ranging from using the accelerometer, to playing with a virtual joystick. Our favourite method, however, is to simply swipe in the direction you want *Ms Pac-Man* to travel, which works brilliantly. In fact the only thing that really lets *Ms Pac-Man* down is its lack of an online scoreboard and its slightly high price tag. Otherwise this is good old-fashioned arcade fun for all the family.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★☆☆

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Team Phobic

Micro Mayhem

WarioWare on the iPhone. And then some



The iPhone's multi touch screen and accelerometer abilities make it perfect for *WarioWare* styled mini-games and this is easily the best we've discovered. Team Phobic's *Micro Mayhem* is an absolute blast thanks to 25 mini-games, a variety of excellent graphical styles and above all, simplistic and instantly accessible controls. One minute you're tilting your device to guide a ball through some gaps or shake apples from a tree, the next you'll be rubbing the screen to uncover hidden coins, or using your finger to pop balloons. With each puzzle only lasting a few seconds the action is constantly fast and furious, making this perfect for playing in short bursts. It also proves to be an excellent party game, with any number of players constantly passing the iPhone around until they fail their task. More mini-games and online support in a future update wouldn't go amiss, but it's hard to see how Team Phobic can otherwise improve such an enjoyable little game.



■ With only a few seconds time limit, the gameplay is fast paced.

■ You only have around 5 seconds to complete each game so be as quick and accurate as you can.

Ratings

Longevity
★★★☆☆

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



Boldly going where no sheep has gone before

Price: £0.59/\$0.99 Developer: Kronic Games

Sheep Launcher Plus



■ It's just so amusing to see poor defenceless animals fly through the air.



■ The pillow power-up follows your sheep around and effectively gives you another life.



Games like *Sheep Launcher* are ten-a-penny on the iPhone. Launch your sheep, frog or pig into the air then tap him on the way down so he can continue his ascent. The higher your animal climbs the faster he falls so you'll need to have really quick reactions as the game continues. It's a wonderfully simple concept that's been seen hundreds of times before and yet we still can't pull ourselves away from it. Maybe it's the amusing power-ups or the tranquil classical music – which can also be changed for your own – or it could be the excellent hand-drawn visuals. Whatever it is, we can't get enough of it and the fact that it's only 59 pence makes it an absolute bargain. Insanely addictive and with some excellent global leaderboards, *Sheep Launcher Plus* is an absolutely essential purchase that proves that you don't really need cutting-edge visuals or fancy controls in order to make a fantastic game.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

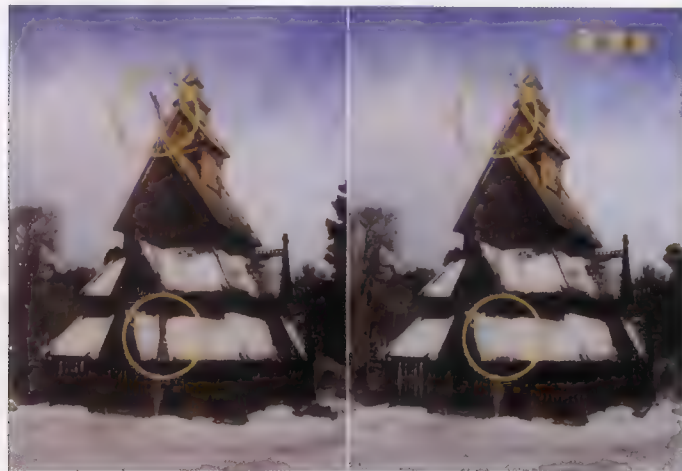
★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Kronic Games

Spot The Difference

See if you can spot what's wrong with it



■ Even if you do spot a difference, far from perfect touch controls mean you might not mark it on your first attempt.



Spot The Difference had the potential to be an amazing time waster on the iPhone. After all, all you have to do is look at the two available pictures and simply mark all the anomalies as quickly as possible.

Simple right? One of our biggest issues is the size of the pictures and the actual quality of them. It differs from image to image, but some of the changes can be a real nightmare to spot due to the iPhone's small screen. This is hindered further by the fact that a fair few of the images used are quite low quality, making the chance to spot changes even slimmer. Add in an insane difficulty ramp that goes through the roof and the fact that your touch isn't always registered on the iPhone and the end result is a really disappointing release, even after you factor in its cheap 59 pence asking price. What a pity, this could have been an entertaining little app for the iPhone.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★

Overall Rating ★★★★★

Price: £2.99/\$4.99 Developer: Ancient Workings

Ancient Frog

A game by James Brown that makes you feel good



James Brown's new game for the iPhone is a world away from his previous titles. Once a member of Lionhead studios, the master videogame developers behind hits like *Fable* and *Black & White*, Brown tired of the rat race and set off for the Southern Hemisphere to realise his dream of creating his own very games.

Currently based in New Zealand, his first title, *Ancient Frog* is now available on the App Store and it's a delightful little game that combines glorious visuals and interesting gameplay to create one of the best puzzlers for an age.

Each beautifully rendered screen features a frog and a fly that's just tantalisingly out of reach of the greedy amphibian. Several drops of water feature on each level

and the aim is to grab your frog's limbs and drag them to the nearest available droplet. Once you've reached the fly your frog will down the insect and you can progress to the next stage.

It's a delightfully simple idea and made all the better due to the fact that there's no timer to pressure you. A daisy in the upper right corner tells you how many moves you have available in order to successfully complete the stage, but even if you fail you can still move onto the next. Hints can be taken if needed, replays are available to work out where you went wrong, but ultimately you can simply ignore it all and just lose yourself in *Ancient Frog*'s wonderful ambience.

Indeed, with its stunning visuals, frightfully realistic amphibians and immersive audio, James Brown's *Ancient Frog* is one of the most unique puzzlers to be found on the App Store.

That's not to say *Ancient Frog* is perfect, however. For all its gorgeous visuals, presentation is extremely basic and there's nothing extra beyond the main game. Even the ability to continue play after failing levels works against *Ancient Frog*. While some will be more than happy to try and best levels they've failed, many will be put off by the lack of online leaderboards and no additional extras to unlock. It's a wonderful first effort, though, and we're already looking forward to Brown's next project.



■ *Ancient Frog*'s visuals look absolutely stunning with the little frogs looking extremely realistic.



■ You don't actually need to pass the level you are on to move to the next stage.



■ If you're not too sure where to go, hints are available for you.

■ It's possible to manipulate all your amphibians into all sorts of strange and amusing contortions.

Ratings
Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★



Price: Free Developer: Decane

About as exciting as watching an App download

Sliderz



■ There are no time limits to finishing puzzles.

■ Why you can't add your own images we'll never know.



There are a huge amount of apps based on the plastic sliding puzzle games of old, but few are as poor as this effort. Aside from the fact that you can change the image with a simple shake of your phone, this is otherwise pointless stuff that is not worth the time it takes to download it.

There are only three different pictures to choose from – and they are very amateurish at that – and there's no option to download additional pictures or import your own, and the tile swapping itself is incredibly laborious too. Unlike better examples that are available (which allow you to move the whole row if needed), you can only slide the tile that's adjacent to the actual space, which makes the whole operation a painfully slow one. Especially when your touches don't always register.

We hate knocking stuff that's free, but we also don't like to waste our iPhone gaming time either. Download at your peril.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Amoebas

Price: \$0.99 Developer: [unclear]

Fire the single-celled critters into explosive packs



Borrowing heavily from the *Tetris* style of puzzle games, *Amoebas* offers up a fairly original take on what has become a pretty tired format. Rather than falling blocks, however, you have to fire amoebas into place by using a finger to take aim and then pressing a trigger. Instead of having one field of blocks or amoebas, you can play with two, three or four. As you fire the single-celled critters at one another, you need to group them by colour. Once you have enough touching one another, they will explode, allowing you to score points.

This is a clever game, and if you give it a little bit of time you can get right into it. Graphically, it's very simple but this adds to the appeal. Once you have mastered having two fields of play, having three or four really spices things up. This is a very cool puzzle app that comes highly recommended.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

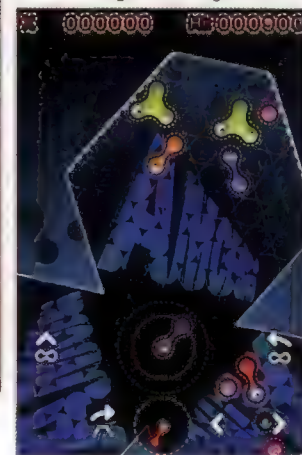
Value

★★★★★

Overall Rating ★★★★★



■ Match-three action using single-celled organisms.



■ This is a very simple game but it can provide you with hours of entertainment once you get into it.

Crazy Monkey Spin

As easy to play as eating a rather tasty banana

Price:

Developer:



Trip Hawkins' Digital Chocolate is really making a name for itself on the iPhone. With its focus on simplistic gameplay ideas, accessible controls, decent price points and games that are actually fun to play, it's always worth checking out its latest releases. *Crazy Monkey Spin* is no different, and while it's by the numbers and doesn't really do anything you've not seen before, it nevertheless remains extremely entertaining to play.

With the game spread across 50 levels (although there are additional modes to discover), you must swing from peg to peg with a quick swipe of your finger to save a selection of different animals. There are hazards to avoid, bananas to collect that can be spent on funky hats that grant you additional powers and some beautifully designed levels to explore. Obviously designed for kids, *Crazy Monkey Spin's* biggest disappointment is the lack of challenge and that it gets samey very quickly. It's great fun while it lasts, though.

Ratings

Longevity

★★★☆☆

Fun factor

★★★★☆

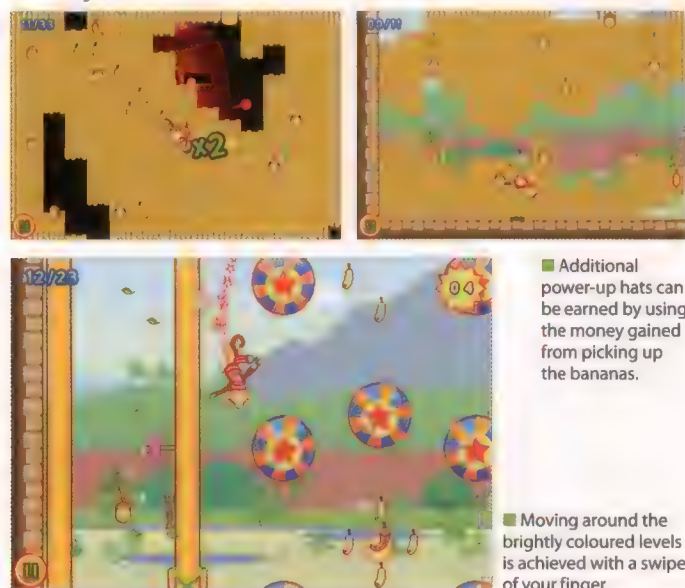
Controls

★★★★☆

Value

★★★★☆

Overall Rating ★★★★★



■ Additional power-up hats can be earned by using the money gained from picking up the bananas.

■ Moving around the brightly coloured levels is achieved with a swipe of your finger.

Price: £0.59/\$0.99 Developer: Tommy Karkheiser

Reactions

Our reaction to this wasn't all that pleasant



We'll often praise the simplicity of iPhone games, but sometimes that straightforwardness can be taken too far. Take *Reactions* for example. All you do is follow the on-screen actions. Shake your device, click your fingers (this won't work on an iPod touch by the way), tilt your device or do absolutely nothing. Now theoretically this should result in a fun frantic race against time as you try and beat your best time, but the reality is that you just can't be bothered with it.

The controls work well enough (although touching the screen wasn't always as responsive as we'd like) and there's no arguing with the price, but there's still little to recommend here. Presentation is virtually non-existent; the two-player mode is extremely short-lived; while the lack of full iPod touch support will grate those without iPhones. *Reactions* is a fun enough test of your speed and agility, but it could have been so much more.



Ratings

Longevity

★☆☆☆☆

Fun factor

★☆☆☆☆

Controls

★★★☆☆

Value

★★☆☆☆

Overall Rating ★★



Don't shoot until you see the yellow of their beaks

Price: £0.59/\$0.99 Developer: Mediatonic

Must.Eat.Birds



■ We've fallen in love with *Must.Eat.Birds'* nutty, over-the-top style.

■ Birds with shell buttons will take several hits to defeat. Best get flinging.



Crikey, a score attack game that actually remembers to use online leaderboards. Using the excellent Open Feint system you can chat to other friends with the game, but most importantly, keep on top of a global leaderboard. You'll want to reach its zenith as well, as *Must.Eat.Birds* is one of those ridiculously addictive apps that suits the iPhone oh so well. A picnic is spread out at the bottom of the screen and very hungry birds descend by parachute, eager to devour your enticing spread. Your only defence is a catapult and a very hungry furball called Nomster that you must continually fling at the little buggers before they reach terra firma. Birds come in different shapes and sizes, while you can make Nomster eat himself to grow bigger and gain larger multipliers. Insanely nutty, *Must.Eat.Birds'* longevity is assured thanks to brilliant controls, additional unlockable gameplay modes and those excellent leaderboards. Fantastic, just fantastic.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Drip Drop

Price: £0.59/\$0.99 Developer: Synaptic Entertainment

Plenty of drips but you won't hear a drop



There are literally thousands of games available on the App Store, so you really need to pull out the stops to ensure your game gets noticed. Synaptic Entertainment obviously doesn't agree with this approach, as its latest release feels horribly amateurish, which is a great pity as the concept itself is wonderful.

Droplets of water fall from the screen and you must collect them in a three-tiered bucket. As the levels progress the droplets fall faster until you're frantically rubbing the screen in a desperate attempt to capture them all. Miss a drop and you'll have to restart the previous level and lose a bucket, which makes your task harder.

Based on the old Atari 2600 *Kaboom!*, *Drip Drop* has the potential to be a fantastic score attack game, but it's hampered by a slow difficulty curve, no online leaderboards and a complete lack of sound. Save your 59 pence for something that feels finished.

Ratings

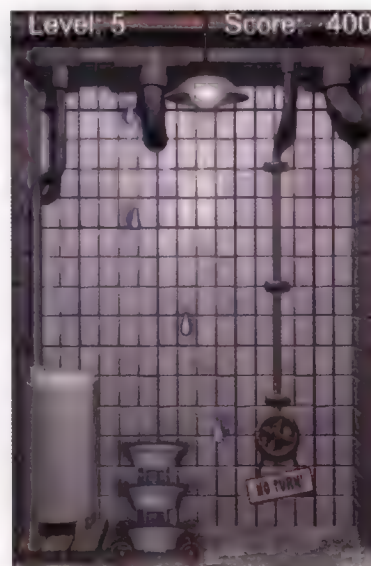
Longevity
★★★☆☆

Fun factor
★★★☆☆

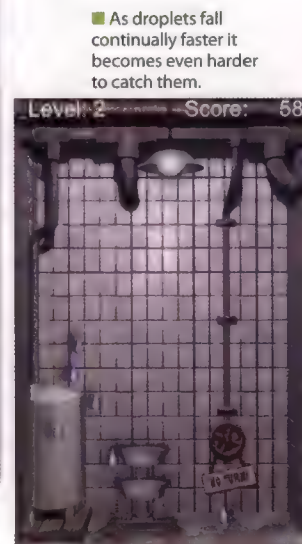
Controls
★★★★★

Value
★☆☆☆☆

Overall Rating ★★★★★



■ *Drip Drop's* audio is as silent as this screenshot. A shame considering the great sound effects this could have had.



■ As droplets fall continually faster it becomes even harder to catch them.

Music Games

Music videogames are taking off in a big way and it's no different on Apple's wonderful device. If it's heavy rock-based gaming you're looking for then go no further...





Unquestionably one of the most popular games categories, music gaming on the iPhone is taking off across the world, and not least because of the affordability of the better titles. Take *Tap Tap Revenge 2*, for example: that and its predecessor won't cost you a penny to download, although premium packs dedicated to bands and individuals like Lady Gaga and Coldplay will. It's a great strategy because the free purchase enables you to experience the core game, knowing that your future purchases are going to be based on an extremely solid package. The accessibility factor shouldn't be overlooked either, especially not when

Gameloft's *DJ Mix Tour* is around. Gameloft has proven itself where difficulty is concerned. The biggest barrier to entry with games such as these is making them far too hard, eliminating any players who have never dared experience one like it before. Thankfully, first-timers are treated with the respect they deserve, meaning choosing easy will teach you the basics whereas working your way upwards requires the use of both hands. It's a shrewd move and one that will no doubt bring loads more users to this burgeoning genre. Indeed, if the iPhone ever does get any controller peripherals, the smart money's on the first one being a guitar.

Price: Developer:

Tap Tap Revenge 2

The iPhone's best rhythm action game keeps on giving



You've got to hand it to Tapulous. The original *Tap Tap Revenge* was the first rhythm action game to appear on Apple's iPhone and achieved over 1 million downloads in its first 20 days on sale. Since that remarkable achievement the series has gone from strength to strength and features a clever strategy that other iPhone

developers also now employ on a regular basis.

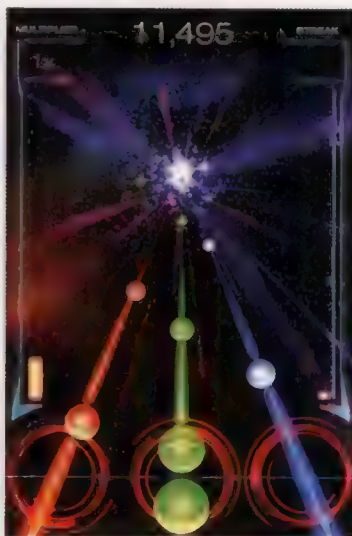
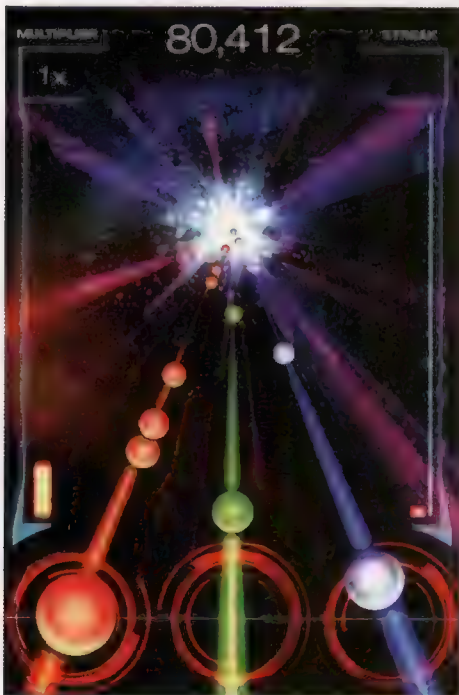
Tap Tap Revenge 2 and its predecessor won't cost you a penny to download, but premium packs dedicated to bands and individuals like Lady Gaga and Coldplay will. It's a great strategy because the free purchase enables you to experience the core game, knowing that your future purchases are going to be based on an extremely solid

■ It's easy to transport additional songs from other Tapulous games. This is from the Coldplay pack.

package. Tapulous's sequel doesn't really add too much to the core game, but fans would argue that it doesn't need to. You still tap or shake your device based on the on-screen directions that fly down the screen at you (although you can now hold down and sustain longer notes) and there are still a huge amount of tracks from well known and independent publishers to download, with a new track being downloaded every single week.

New additions to part one include a career mode, although this is really nothing more than a list of achievements to gain as you're playing songs, and an online mode that is far more stable and accessible than in the original game. Otherwise this is pretty much the original game. Where *Tap Tap Revenge* succeeds, though, is in the excellent community aspect that Tapulous has built up. Scores can be challenged on either the online board or via Tapulous's blog, there's integration with Facebook and the ability to subscribe to Tap Tap Reporter that keeps you up-to-date with the latest releases and gives you 30 additional free songs.

The fact that all songs can be played on all difficulties still grates and shaking the device is sometimes hit and miss (although you can turn it off) but there's no arguing with the fact it's free and the amazing support it receives. Quite simply this alone makes it the best rhythm action game on Apple's machine. Don't miss it.



■ Although there are only three buttons, *Tap Tap Revenge's* patterns can get surprisingly complex.

■ The ability to hold down notes was first introduced in Tapulous's *Christmas With Weezer*.



Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

■ Not much has changed from the original, but with *Tap Tap Revenge* being such a quality game, this is no bad thing.

Overall Rating ★★★★★



Mevo's presentation is superb, with Mevo himself being full of character.



Price: £5.99 Developer: Red Rocker

Mevo And The Grooveriders

An original rhythm action game?
No really



With so many music games now content to mimic *Guitar Hero* it's refreshing to play something genuinely different. *Mevo And The Grooveriders: Galactic Tour* is part platformer, part rhythm action and wonderfully original to boot. Mevo the alien has to rescue his band mates and restore the world's mojo and sound. He does this by running through each stage and it's down to you to make his journey as painless as possible by tapping the relevant on-screen arrows in order to keep his speed up.

It's a fantastic concept for a game and is bolstered by plenty of unlockables, the ability to upload high scores, some cool power-ups and an excellent range of quirky, catchy music. Occasionally Mevo would stutter causing you to miss a note, but it very rarely happened. If you love the rhythm action genre but have become disillusioned with the Identikit template it's been following then *Mevo* is pretty much essential.

Ratings

Longevity
★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price:

Developer:

Phone Rider

Make your car look as cool as David Hasselhoff's



Everybody likes a bit of nostalgia from time to time and there's nothing cooler than a good episode of *Knight Rider* (the original version, mind, not that remake pap). Now you can take things to the next level with *Phone Rider*, a ridiculously simple yet downright cool app that will turn your car into the ultimate in Eighties high tech. Transforming your choice of vehicle into a truly lady-killing machine, this app is just like the flashing equaliser found in 'KITT', Michael Knight's car. Sensitive to music or voice, the equaliser on the screen can be changed to one of three styles and the sensitivity can also be tweaked.

Beyond a very neat trick, there's little more to be seen here but it's still a fun app for retro value. If you fancy hooking your phone to your dashboard and talking to it or playing music while you pretend to be a TV action hero, this is the app for you. It's just a shame that we can't emulate David Hasselhoff's hair quite so authentically.

Ratings

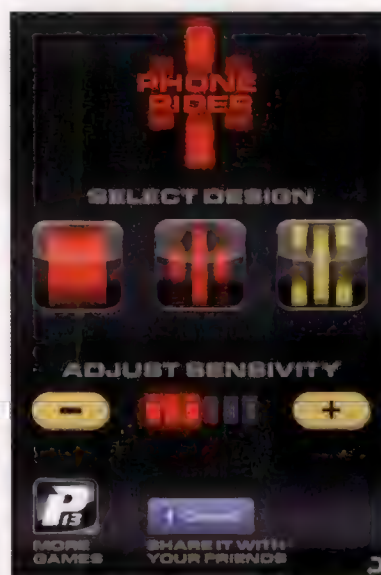
Longevity
★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ Talk to your phone or play music to emulate *Knight Rider*.

■ You can choose between three different styles of equaliser.

Make beautiful music with a tap of your finger

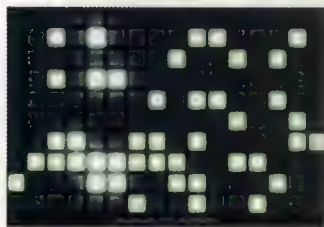
Price: £0.59/\$0.99 Developer: [Developer Name]

Melodica



■ Use the settings to speed up or slow down a composition.

■ Shake your iPhone to clear the screen and your song.



We were expecting to find this music-making application a bit of a waste of time for such a small fee but after one play we were hooked. Effectively, *Melodica* is a just a grid of small squares. Once you touch a square it is illuminated and at a specific time it is highlighted and plays a note. As you illuminate more squares you begin creating rhythm and chords as well as a spectacular looking light show. Settings can speed up or slow down your melodies and even save them for playback another time. Should you make a mistake or wish to start again, simply shake your phone to clear the screen. A little experimentation can lead to some great little ditties and the app provides a brilliant way to show off your iPhone. For such a small amount of money this is a brilliant app to add a great feature to your phone and one that will surely impress others and while away many a happy bus journey too.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★

JukeBoxChamp

Price: [Price] Developer: [Developer Name]

The ultimate music test using your own library



While the iPod has long had a great music game included with it and a number have appeared on the App Store, *JukeBoxChamp* could well be the king of them all. The difference between this app and its rivals is the customisation options that add to the game and allow for more than one player to be involved. You can also adjust the length of the clips that play in order to create a particularly tricky quick-fire game. The music is taken from your iPhone's music library so you will obviously need a decent number of tracks to enjoy the game at its best but, once you do, the game becomes a frantic flow of sonic fun. Scores are based on the speed and accuracy of your responses so you need to be on top form and have a good grasp of the songs you listen to regularly. Nice touches like album art and album names add to the fun and make for a great game to play with friends or alone.

Ratings

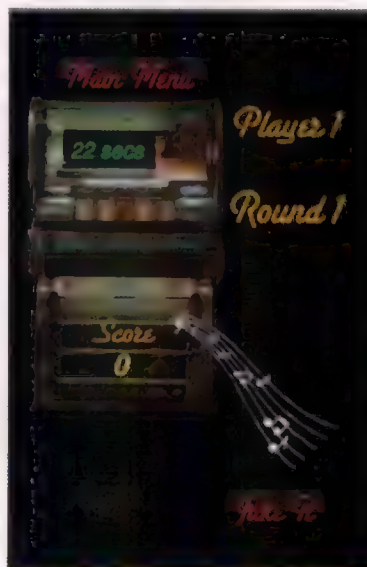
Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



■ Album artwork is displayed once you answer a question.



■ Tap the screen to name the tune as fast as possible. You can adjust the length of the clips that play, to make it even more difficult.



Price: £2.99/\$4.99 Developer: Gameloft

Guitar Rock Tour 2



■ With four different notes to press the songs can get amazingly complex on higher difficulty levels.

This one isn't really going to rock your world



With *Guitar Hero* clones appearing to come out every other week on the App Store, you really need to know which ones are worth your hard earned cash. This effort from Gameloft is one of the better clones available, mainly because of its tight, responsive controls, wonderful presentation and 18 cover tracks. It's an eclectic selection of rock ranging from *Woman* to *9 In the Afternoon* and the quality of the covers is actually very good. Gameplay wise, the ability to play drums is now available, but it doesn't really feel any different from playing the actual guitar versions (although we'd argue this is down to the iPhone itself and not Gameloft). There's also a multiplayer mode, but frustratingly it's only over local Wi-Fi. As always with Gameloft, presentation and visuals are excellent, but the limited song selection means you're soon going to be looking elsewhere for your musical fix.

Ratings

Longevity
★★★★

Fun factor
★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★

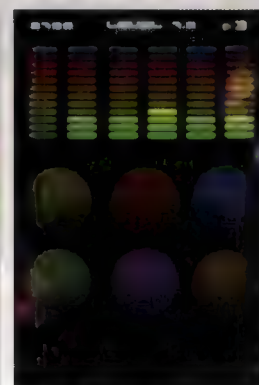
Price: Developer:

Zaptap

This is what it would be like if Simon was super funky



Although the ancient electronic game *Simon* is already available on the iPhone, this effort from developer Trippert Labs is much better. Faced with three coloured buttons, you just have to mimic the sequences that they flash in. Complete five and you can move onto the next stage that features more complex arrangements and adds additional buttons, making your task progressively tougher. So far, so 41-year-old electronic game. The difference here is Trippert Labs has added some funky background music to accompany your frantic on-screen button pressing. The buttons also have distinct sounds and while they add nothing to *Zaptap's* mechanics, it nevertheless makes it far more appealing to play. As with many of these *Simon* variants you have to go through plenty of dull levels before you get to the complex patterns, but at least the online leaderboards and achievements will persuade you to stick with it. If only for a little while.



■ As *Zaptap* progresses you will have more buttons and patterns to contend with.

■ You can't hear it here, obviously, but *Zaptap's* superb tune adds greatly to the appeal.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



App Store | Music

Price: £1.19/\$1.99 Developer: Gameloft

DJ Mix Tour

Last night a DJ saved my life...



The rhythm action genre has become a phenomenon. Games like *Guitar Hero* and *Rock Band* have become commonplace in almost every living room across the country, even finding their way onto portable devices such as the PSP and Nintendo DS. To ensure the trend continues, Gameloft has now issued a number of versions for the iPhone, even releasing a

DJ Hero clone known as *DJ Mix Tour*. Controlling the app in the only way that would be fit for apple's handheld apparatus, using your fingers to touch records in tune to the beat is as entertaining as any other game of this ilk. This sensation is made even better thanks to the 16 licensed songs that have been included here. Featuring the likes of *Womanizer*, *Alive*

■ Unfortunately, buying the game will not guarantee you attract the attention of women such as this...



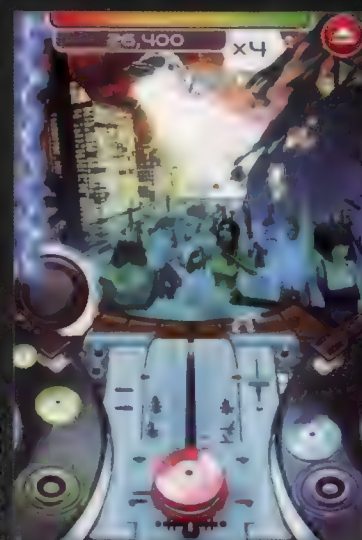
Sandstorm and *Ecuador* – hits which will be more than familiar to the clubbing crowd – it responds in the exact same way as its bigger brothers do. Feeling like you're actually responsible for the music, adapting to the rhythm and building a note streak is just about one of the most engaging things you can do on your iPhone, outside of actually talking to someone that is, but who uses the iPhone for that anyway?

Gameloft has even proven itself where difficulty is concerned. The biggest barrier to entry with games such as these is making them far too hard, eliminating any players who have never dared experience one like it before. Thankfully, first-timers are treated with the respect they deserve, meaning choosing easy will teach you the basics whereas working your way upwards requires the use of both hands. Considering the learning curve, there's a fair amount of playtime to be had.

With the expected mix of locations, a choice of characters and some high-end production levels, this is one of the most polished games available on the App Store. It's a shame there's no multiplayer content – these titles always work well when asked to outmatch another player – but the satisfying gameplay and impressive list of songs should serve you well for a prolonged period. Better still, you won't have to clog up your living room with large plastic instruments!



■ Building up note streaks will unlock powers, boosting the crowd and increasing your score.



■ Getting licensed tracks has allowed Gameloft's rhythm action game to carry with it some serious weight.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

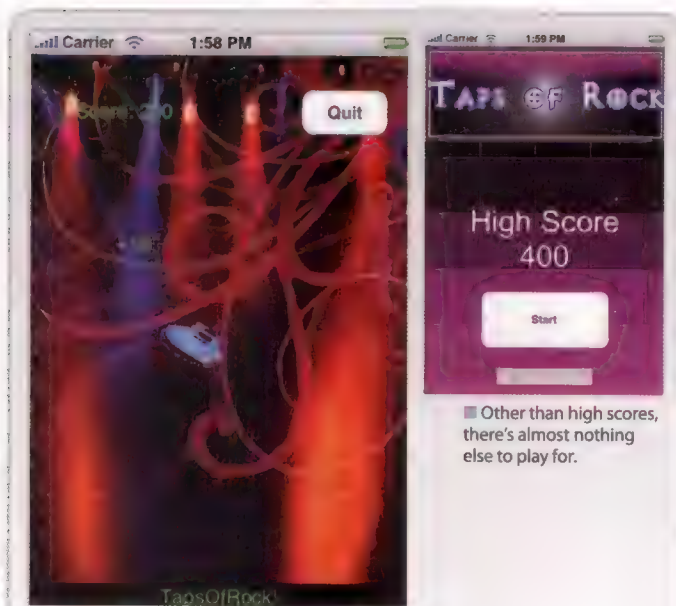
★★★★

Value

★★★★

■ Although 3D has been done better elsewhere, *DJ Mix Tour*'s visuals are impressive all the same.

Overall Rating ★★★★★



■ As is instantly apparent, *Taps Of Rock's* presentation is not of a high standard.

Price: £0.59/\$0.99 Developer: *music*

Taps Of Rock

Originality isn't always the answer



When all you have, in terms of control, is a touch screen, it can be difficult to come up with an original idea. After all, the bulk of genres will have already been done exceptionally well using an expected format. If you want to try and make yours stand out, an experiment may not go as you'd hope. *Taps Of Rock* falls into this category. Resembling a rhythm action game of sorts, you tap an instrument as it appears on screen in time to the music. The more you hit, the harder it becomes until your fingers are but a blur. In essence, it's doing what *DJ Hero Mix* (reviewed on the previous page) does, but strays away from the usual template, meaning it's not as engaging or fun. The randomness of where the instruments will appear strips away any pleasure you'll get from obtaining note streaks and there's no alternative to replace this sense of fulfilment. Not terrible, but hugely overshadowed by others already available.

Ratings

Longevity	Fun factor	Controls	Value
★★★	★★	★★	★★★

Overall Rating ★★★★★

Price: Free Developer: *music*

Rockstars Live

For those about to rock, we tap you...

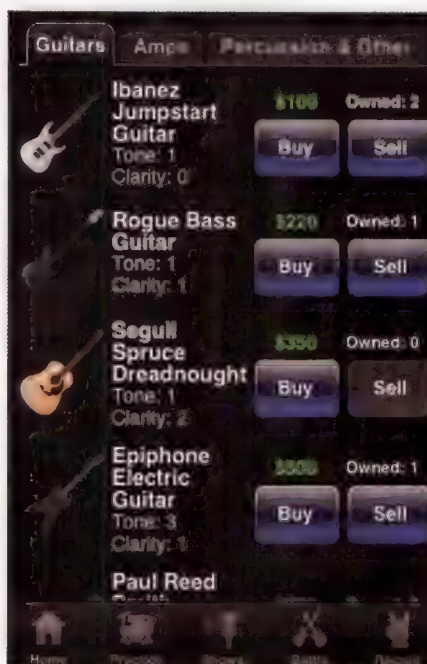


Rockstars Live is deceptive. After reeling you in with promises of forming a digital band and making it to the top, you soon find out this isn't exactly the case. Following in the footsteps of many iPhone games, *Rockstars* is more of a 'push this button' to proceed type of experience. To practice, you click 'practice'. To buy new instruments you click 'gear' and to play a gig, well, you get the idea. The skill is trying to get a balance between all aspects to increase your reputation, get a fan base and rock out before thousands of people. It can get inside your head on occasion – it's easy to get into a rhythmic pattern – but these titles are an acquired taste, as everything seems as if it's a case of trial and error. Still, considering the appealing price – and the knowledge that reward points, allowing you to promote your band further, are often available for free – this could likely sap away more time than you'd admit.

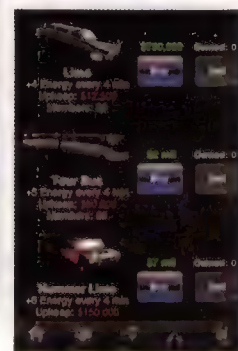
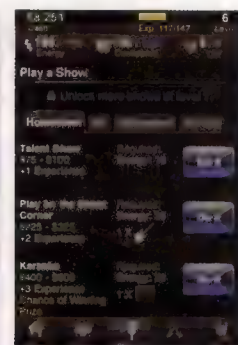
Ratings

Longevity	Fun factor	Controls	Value
★★★	★★	★★★	★★★★★

Overall Rating ★★★★★



■ All the guitars are based on real instruments, allowing you to buy axes you could never afford in real life!



Puzzle Games

Some of the world's most loved games are puzzle-based so it's no surprise to see the genre doing so well on the iPhone. Indeed, some would argue it's a marriage made in heaven...





Something strange is happening with puzzle games on the iPhone; more than just a new system to port a title over to, developers are using Apple's machine to actually pioneer the genre – you only need to look at *Trism* to see that. As with the best puzzle games, *Trism's* core concept is simple: all you have to do is match Trisms. It all adds up to an amazingly addictive puzzler that we're still playing a good year after its release. This in part is down to the sheer amount of longevity that *Trism* offers over similar games. There are 22 different achievements to unlock, as well as two additional game modes. Both of which are just

as good as the main game. It's not the only one impressing either, as fans of *Topple* will attest. It's all wrapped up in a neat-looking package, with vibrant graphics, excellent use of multi-touch, and subtle use of the accelerometer for manually helping your towers stay vertical. More than any other genre, puzzle games are proving to be the area in which the iPhone comes into its own and demonstrates that it really can do the business as a dedicated games console. Only time will tell if *Trism* becomes to the iPhone what *Tetris* was to the Gameboy but in the meantime we're just going to be enjoying every minute of it. And so should you.

Price: £1.79/\$1.99 Developer: Terminus

Trism

The iPhone's best puzzle game. True story



Trism is well known to many iPhone owners, due to it being an early success story for the lone coders that have made the iPhone their digital home.

When Steve Demeter's game first went up on the App Store back in July 2008 it netted him an astonishing profit of \$250,000 in just two short weeks. There was no massive sales

campaign, no press, *Trism* just turned out to be an extremely good puzzle game. Something it remains a good year after its original release. As with the best puzzle games, *Trism's* core concept is simple: all you have to do is match Trisms (triangles) together in groups of three or more by sliding diagonal tile sets. When joined it's possible to tilt your device left or right to slide higher placed Trisms

■ Syllogism's puzzles start off easy enough, but get devilishly tricky later on.

into more convenient spots and hopefully build chains to increase your score. As games progress a variety of different effects are brought into play, ranging from screws that hold down panels, making them impossible to move, and numbered bombs that will spell game over unless you defuse them in the required number of moves.

It all adds up to an amazingly addictive puzzler that we're still playing a good year after its release. This in part is down to the sheer amount of longevity that *Trism* offers over similar games. There are 22 different achievements to unlock, as well as two additional game modes. Both of which are just as good as the main game.

Syllogism requires you to clear a set amount of Trisms within a specific number of moves by sliding them into place with a tilt of your iPhone, while Terminism is a fraught race against time that sees you desperately matching Trisms before your on-screen gauge runs out. Add in the fact that all three game modes feature the ability to set your scores online and it would appear that Steve Demeter has thought of everything. *Trism* is quite simply one of the best puzzle games currently available on the iPhone. It's simple and accessible and yet you'll be unable to put it down once you've picked it up. Just like all good games should be.



■ You only have a few moves to get rid of bombs, so be sure to get rid of them as quickly as possible.



■ Build up your chain of Trisms to increase your score in this rather addictive puzzle game.

■ Screwed sections stop you from sliding, which gets very frustrating.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



Price: £1.19/\$1.99 Developer: ngmoco

Burning Monkey Puzzle Lab

The perfect time waster and bubbling loads of fun



Burning Monkey Puzzle Lab is a twist on the age-old Tetris format and sees groups of bubbles descending into a tank. You have to arrange them on their way down so that lines of balls can be popped and points can be accumulated. You can drag the falling balls left or right and a double tap on the iPhone will rotate them. As you move through the levels, the rate at which the balls fall increases – making life much harder for you.

This is a fun game and will have you frantically running your finger across the screen and double-tapping like mad. The format is tried and tested, and there's a lot of fun to be had in trying to beat your best score.

Freeverse is offering great value for money here. While this isn't a game you'll spend hours on, it's great for bus rides and generally wasting time.

Ratings

Longevity

★★★★

Fun factor

★★★★

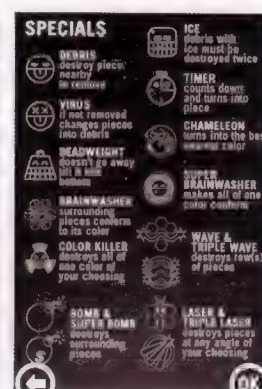
Controls

★★★

Value

★★★★

Overall Rating ★★★★★



■ The specials make some interesting additions to the puzzle game template.

■ Much like Tetris, which is almost identical, this can become an addictive little game that you won't be able to put down.



■ The backgrounds are pretty, even if we found the 'characters' themselves a bit soulless.

Price: £1.19/\$1.99 Developer: ngmoco

Topple

As if there weren't enough reasons to love ngmoco...



The best puzzle games are often the simplest, and *Topple* does a great job of blending a simple idea with the iPhone's features. Shaped blocks appear at the top of the screen and you drag and rotate them to build as high a tower as you can... and that's pretty much it. It does mix things up occasionally, with more complex shapes showing up as you progress through the stages and various spanners in the works like uneven surfaces on which to build, but there's still not much more to the game than that. It's all wrapped up in a neat-looking package, with vibrant graphics, excellent use of multi-touch, and subtle use of the accelerometer for manually helping your towers stay vertical. It's not a classic and there's a more feature-laden sequel available on the App Store, but this has all the fundamentals and clearly can't be beaten on price. Give it a look.

Ratings

Longevity

★★★★

Fun factor

★★★★

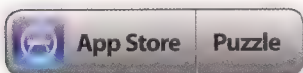
Controls

★★★★

Value

★★★★

Overall Rating ★★★★★



Price: £1.99/\$4.99 Developer: Chirtrak

Zen Bound

An iPhone game of a completely different kind...



This game is odd and yet brilliant. The idea is that you have an object in the centre of the screen that you can manipulate using a drag of the finger (it will swivel in all three dimensions) and then attached to it is a rope that you must wind around the object until you've covered a significant proportion, by which point the game is won. You can best your score by doing the wrapping more efficiently using a lesser length of rope, or by covering a greater percentage of the object than the last time. It's one of those games that's hard to explain, but enthralling to play.

The reason it translates so much better in the playing is that the control you have over the object is astounding; the physics involved in the way the rope behaves is mind melting. *Zen Bound* is a wonderful example of the scope the iPhone has and the imagination of developers. We haven't seen another app that can compete with this for great gameplay and polished design.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

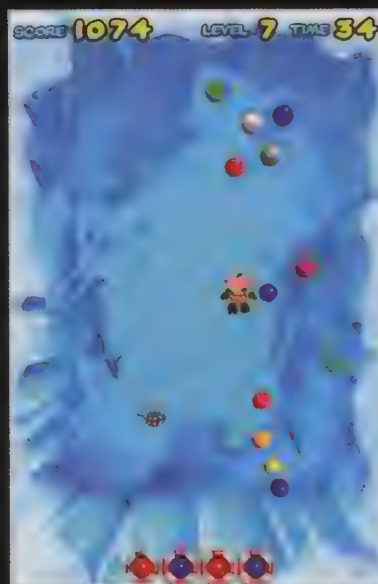
Value
★★★★★

Overall Rating ★★★★★



■ This uses mellow music and calm gameplay to encourage logical moves.

Dougie Moo's Aqua Antics



■ Cows in swimming pools is certainly an original concept.



■ This game is more addictive than you first may think.

Price: Free Developer: Digital Chameleon

Brick Free

Sometimes you really can get something cool for nothing



In stark contrast to iMob, this game is a wonderful example of how it's possible to get something excellent for free on the App Store. *Brick Free* is another version of the classic *Breakout* game that was developed by none other than Steve Jobs when he was a youngster. In this version, you play with a sense of perspective rather than with a straight up and down bouncing ball. You break blocks by bouncing your ball off a paddle you control with your finger. As blocks disappear, you get power tokens that will grant you anything from laser beams to a massive mace to increase your destructive power.

For a free app, this game has everything you could ask for; it's fun, functional and perfect for when you've got a minute to spare when waiting at the bus stop or waiting for Daddy to bring round the Bentley. *Brick Free* is another game deserving of a place on your home screen.



Price: Free Developer: Gillingham

Cows in swimming pools? Whatever next!



How you come up with the idea of a cow in an inflatable ring, having to negotiate a swimming pool in order to collect floating balls, is quite beyond us. On the face of it, *Dougie Moo's Aqua Antics* is the most ludicrous game of all time. And yet, it kind of works! You have to use the accelerometer to move Dougie around the pool, and of course the currents you build up from thrashing around will affect your movement. You then have to push balls of the same colour into one another to gain points, all the while racing against the clock. Crazy, but fun.

Our only criticism of this addictive little game is that the music kept cutting in and out, which was extremely annoying to say the least. Other than that, though, it's a cool app and a very fun game. We really can't wait to see what Dougie gets up to in his next iPhone adventure!

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★

Value

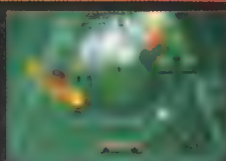
★★★

Overall Rating ★★★★★



Brick Free is based on a game by Apple's own Steve Jobs.

The perfect all-round iPhone gaming experience that will have you hooked for a very long time.



Ratings

Longevity

★★★★

Fun factor

★★★★

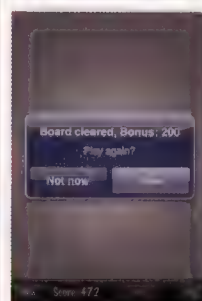
Controls

★★

Value

★★★★

Overall Rating ★★★★★

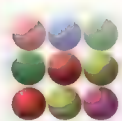


Beating that score will soon become the top priority in your life.

Price: Free Developer: Anthony Martini

ReMovem Free

A colourful new type of iPhone addiction



Addiction has a new name and it's *ReMovem Free*.

This is a simple game that requires you to remove blocks of balls from the screen using a double tap.

You can only remove two balls or more that are connected horizontally or vertically. You get more points for the more connected balls you remove and the tactic is to increase your score with clever combos. If successful, you can remove balls so that groups of colours connect together forming even bigger groups, gaining you even more points. You can then do it all over again to try to beat your best score.

This really is the drug of iPhone gaming. Each new game offers the possibility of beating your highest score and that craving just gets worse the more you play. *ReMovem* has been seen in many forms over the years but has made a successful move to the iPhone. There's no doubt that you'll be taking a couple sick days trying to beat that top score.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value


★★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: Gameloft Touch

Draw your way to victory

Touch Physics



Gravity is your friend here. Later tasks are far harder though.

Made a mess of a level? Then simply double tap an object to get rid of it.

Although *Touch Physics* was beaten to the digital punch by *Crayon Physics Deluxe*, it's a far more polished product. Concept wise they are virtually identical: a star appears on screen and you must draw a variety of different objects to guide your wheel to it. Initially you'll need to do nothing more than draw a massive circle to knock your wheel into motion. As the levels progress, though, you'll have to draw a variety of squares, planks and circles to reach those pesky stars and battle against *Touch Physics*' clever gravity. Unlike Hudson's effort, however, the inability to draw ever more complex shapes and objects actually works in *Touch Physics*' favour, because you have to simply work with the few limited shapes that are available to you. Add in 50 different levels to play your way through – some of which really are incredibly devious – and its charming crayon-styled visuals and *Touch Physics* easily justifies its inexpensive price tag. This is a fun game that will see you hooked to making it to the next stage and drawing your way to iPhone fun.

Rating:

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

Ancient Quest Of Saqqarah: Temple Of Isis

Help for the mother of God

Price: £0.59/\$0.99 Developer: The Game Farm Ltd



This is the second game in the *Saqqarah* series and sees players trying to help Isis: The Mother of Gods. The principle is similar to that of *Saqqarah – Temple Of Bast* and uses similarly joined tokens, only this time

the board is always full and you rearrange the tokens into groups of three or more. Should you do this they will explode and more tokens will fall from the top of the screen to fill their place.

The way this system works means that as tokens fall they often fall into groups of three or more, creating continuing explosions and a constant falling of new tokens. This lifts the game and makes it seem incredibly fast paced and action packed. The speed and smoothness of the gameplay makes it instantly likeable and all the more addictive – you will find yourself playing this for hours, lapping up the entertainment it has to offer. This is one of the best of the series and an example of how to make a simple game incredibly cool.

■ *Ancient Quest Of Saqqarah: Temple Of Isis* is an entertaining little app that, while simple in nature, is a fast-paced game that provides a great deal of fun, with smooth gameplay too.



Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



Nintaii

Price: \$0.99

Developer: Coder's Playground

A great puzzle game, perfect for the iPhone



We love puzzle games, and the iPhone has opened up a whole range of what would have been board games or had multiple pieces and given the user the ability to manipulate them as you would in the real world. *Nintaii* is one of them. You have to move a wooden block across different puzzle shapes by rolling it in different directions, with the final goal of making it disappear down a hole.

This is a tough game and is equally frustrating and rewarding, with some seriously tricky puzzles. The controls are brilliantly intuitive, though, and it's this instant accessibility that will have you loading the app at every opportune moment. The graphics are simplistic but that's not to the detriment of the app, it merely means that your attention isn't taken from the task at hand. *Nintaii* really is a great app – an excellent addition to the iPhone's roster that stands proud as a quality puzzle game.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

iBall 3D

Price: \$0.99

Developer: Coder's Playground

This app requires a steady hand and nerves of steel



iBall 3D is extremely tough; it's basically a remake of the *Labyrinth* game but in 3D. You can still use the classic overhead view, or zoom in to play in 3D style, though. The levels are extremely hard (for us, anyway!) and we did experience a tiny bit of lag in the game, which did detract from gameplay experience. However, we doubt that will affect all users. The levels are nicely made and offer original takes on what could have been a very boring game. It's well worth a download, especially since it won't set you back anything. It's another great game for passing a few minutes when queuing for stamps at the Post Office. We especially like the addition of a timer so you can try to beat your own score, or challenge others to do so. Be prepared for frustration, however, as the levels get tougher and tougher, and you'll see your ball disappear through countless holes.



iBall 3D will be a tough little game for all but avid gamers, but the level design is great, and best of all it's free!

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: £2.39/\$3.99 Developer: Sega

Super Monkey Ball

When tilting goes bad, the Monkey Balls will fly



Man, imagine how happy the iPhone world was when Sega announced that its popular platformer *Super Monkey Ball* was coming to the device. With its built-in accelerometer, guiding the sphere down a slippery slope should've been an absolute dream. Instead, it's an aggravating mess. *Monkey Ball's* biggest problem is how inconsistent it is when it comes to response time. On occasion only the slightest movement will send the ball flying off in the opposite direction whereas others you'll have to shake the iPhone like your life depends on it to even move an inch. While this is fine on the earlier levels, and even a little satisfying, when it's time to truly test your skills it's almost impossible to progress. If you have the patience of a saint and can find a way around *Monkey Ball's* foibles you'll be able to get some enjoyment out of it but we'd highly suggest not even bothering. Unless, that is, you like being enraged.

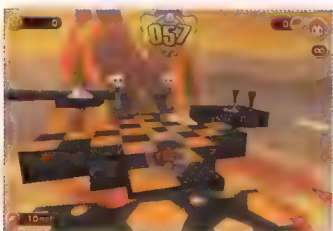
Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★☆☆☆☆	★★★★★	★★★★★

Overall Rating ★★★★★



Considering the levels are as fiendishly difficult as ever, the poor controls are not exactly conducive to a peaceful life.



Easy to learn, but hard to master, *Q*bert* is as entertaining today as it was back in the Eighties.



Although the addition of retro visuals is a welcome one, we would be surprised if anyone picked this over the more stylish update.

Price: £0.59/\$1.99 Developer: Sony Pictures Television International

Q*bert Int'l

Twenty years on and still no one knows what a Q*bert is...



*Q*bert* has some serious longevity. First introduced 25 years ago, the bizarre character seems to have the same legs as *Pac-Man* and *Donkey Kong*, just without the popularity. Either way, the classic platformer manages to stay relevant by popping up on every gaming console going, including the iPhone. Unsurprisingly, hardly anything has changed for this iteration. The idea is still to get the little guy to touch every square while avoiding a pack of enemies. The real appeal is the smaller touches Sony has included. There's an impressive number of levels to get through, some of which are ludicrously hard, and you can choose what style of visuals to enjoy: classic or updated. To wrap up the package, you even have the decision to touch or tilt your way to victory. If *Q*bert* has been missing from your life for the last few years this is a fine, though not the best, way to fill the void.

Ratings

Longevity	Fun factor	Controls	Value
★★★	★★★	★★★	★★★★

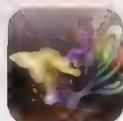
Overall Rating ★★★★★



Price: \$0.99 / £0.59 Developer: Virtual Progi

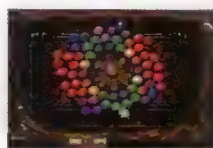
The Golden Path Of Plumeboom

A well-made app with an addictive edge



Plumeboom is a peacock who needs your help. In order to help Plumeboom, you have to negotiate levels by firing balls from a cannon into groups so that they explode. Control the cannon by tilting the phone, then fire balls by tapping the screen. Your targets are groups of coloured balls. Each shot you fire has to be placed in order to explode as many balls as possible. This can become addictive, is sumptuously designed and easy to play, meaning you'll turn to it again and again.

■ All of the animations are wonderfully colourful and vibrant.



Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★

Value
★★★★

Overall Rating ★★★★★

Price: Free Developer: TapLineSoft Systems

Block Touch Lite

A common, yet usually fun idea that's been poorly executed here



The premise of *Block Touch Lite* is a simple one: tap on groups of blocks to make them disappear, which in turn shuffles more blocks into view. The big problem with this game, though, is not gameplay but execution. It just looks confused and cluttered, while the music is annoying. It's a shame, as the game itself is quite engaging. As it's free, there is no harm in checking it out for yourselves, but take our advice and don't put your headphones on.



■ The music will make you cry – it's so annoying that it alone is enough to put you off this game.

Ratings

Longevity
★★★★

Fun factor
★★★

Controls
★★

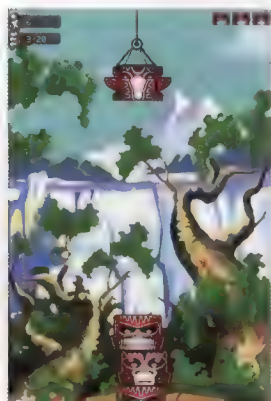
Value
★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: TapLineSoft Systems

Totem

A puzzle game that requires a steady hand and certain amount of deep breathing



■ Get the drop on this game by keeping your hands as steady as you can.



When we first saw this app we thought it would be a *Tetris* clone but actually it's quite different. You have to build totems by dropping stones on one another from a moving swing crane trying all the time to make your totem as straight as possible. If you release your stones at the wrong time they won't land right and you'll lose a life. Lose three lives and you'll have to start over. This is a cool game that requires patience, however, it's quite original and is well worth 59p.

Ratings

Longevity
★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★

Price: \$2.99/\$4.99 Developer: EA

Tetris

You can't keep the old dog down



Tetris, quite simply, is timeless. Regardless of how many years pass and what other ideas are stumbled upon, Alexey Pajitnov's puzzler will be just as good in 30 years as it has been for over two decades. As you would expect, *Tetris* on the iPhone ensures this remains true, despite not being the best adaptation. Controlling the blocks as they fall to their doom can be a little fiddly but the new modes – which all couldn't work on any other contraption – are a great fit for the legendary franchise.



■ Even the standard mode would've sufficed but the new additions will keep you hooked for a long time.

Ratings

Longevity
★★★★

Fun factor
★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★

Racing Games

There is nothing more thrilling than holding your foot down on the accelerator and racing down Thunder Road, but can the iPhone replicate the experience? We reckon so...





It's not just high octane racing titles like *Need For Speed* that are charging up the charts, as fans of the amazing *DrawRace* will tell you. One of the things that most impresses us with the iPhone is how app developers seem to be constantly thinking out of the box in order to create truly memorable gaming experiences. Sure, rumours persist of an add-on that will add digital control functions to Apple's device, but when we come across titles like *DrawRace*, we quickly come to the conclusion that the iPhone really doesn't need any extra buttons for gaming. On first glance it appears to be a clone of *Super Sprint*, *Super Cars*, *Micro*

Machines or any other top-down-view racer that you could care to mention. But as soon as you start playing, you realise that RedLynx's game is nothing like its peers. Instead of tilting your iPhone to steer around the 20 perfectly crafted tracks, you instead simply draw the route you wish your vehicle to take. Once your laps have been drawn, your car will then follow the racing line to the letter and you must reach the finish before your opponent does. Sure you can get your bigger engine roars elsewhere but it's in this type of game where the technology is used so imaginatively that the iPhone really impresses. More please.



App Store | Racing

Price: £1.19/\$1.99 Developer: RedLynx

DrawRace

RedLynx shows you what a real racing line is



One of the things that most impresses us with the iPhone is how app developers seem to be constantly thinking out of the box in order to create truly memorable gaming experiences. Sure, rumours persist of an add-on that will add digital control functions to Apple's device, but when we come across titles like *DrawRace*, we quickly come to the conclusion that the iPhone really doesn't need any extra buttons for gaming.

On first glance it appears to be a clone of *Super Sprint*, *Super Cars*, *Micro Machines* or any other top-down-view racer that you could care to mention. But as soon as you start playing, you realise that RedLynx's game is nothing like its peers.



While many of *DrawRace*'s tracks are generic to look at, the new method of play makes them feel totally new.



Whenever a track is complete, you can then go online with it. A great way of extending *DrawRace*'s longevity.

Instead of tilting your iPhone to steer around the 20 perfectly crafted tracks, you instead simply draw the route you wish your vehicle to take. Once your laps have been drawn, your car will then follow the racing line (ho ho) to the letter and you must reach the finish before your opponent does.

The beauty here, however, is that the speed of which you draw your line and the way you draw it also affects your car's handling and momentum. So while anyone can potentially pick up and play it, it's going to take a lot of practice in order to truly master it.

Even once you've caned every single available track, *DrawRace*'s excellent additional modes ensure that there are plenty of reasons to keep returning to it, as once a track is beaten you'll be given new options when returning to it.

Time Trial is a simple race against the clock and allows you to upload and compare your time with other people online, while there's also an option to simply race against a ghost of your best race, and even compete against opponents online. There's also a national network league to take part in. Play locally, on the other hand, and you'll have support for up to two other players. Comprehensive stuff.

If we wanted to moan about *DrawRace* we'd argue that its 20 tracks are completed all too easily or that our fat fingers sometimes hinder us. Other than that, it's pretty much perfect.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



You're not going to find gob-smacking visuals like *Real Racing*, but the racing itself is easily just as good.



■ Tracks get progressively harder, as do your opponents. Controls are easy to use and great fun.

■ Racing through a tunnel, you only have two more cars to overtake to make it into the lead.

Price: £2.99/\$4.99 Developer:

GTS World Racing

Race on tracks all over the world with your iPhone



On your marks. Get set. Tilt! *GTS World Racing* is a racing game that uses the iPhone's accelerometer to control every aspect of gameplay. You tilt the phone forwards to accelerate, back to brake, and left and right to steer. The controls are very intuitive and the game maker has built in a fail-safe to stop people having the phone tipped too far forward when accelerating, which comes in the form of a pink screen with a 'Too Flat!' warning.

There are a wide range of gameplay options: Single Race, Challenge Cup featuring 16 circuits, Challenge Tour that will have you racing a total of 64 times, and Championship that'll have you battling it out 16 times. There are also four difficulty levels that not only increase the competitiveness of your opponents, but make each track that bit trickier too. You can also race head-to-head with a friend over Wi-Fi in this fun-filled game.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★★	★★★	★★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: Fre

Moto Chaser

Ride like the wind, punch like a hard nut



This was one of the first games to be made available on the App Store, and at the time it was £5.99. But the price has now been dropped considerably, so it really is worth the money. It's another good example of accelerometer gaming, requiring players to control a motorbike by moving the iPhone in the direction they want to steer. The gas button provides the option to open the throttle and give it a good handful. *Moto Chaser* plays out on a time-trial basis, and as well as very cool cut-away jump sequences you also get the opportunity to punch others off their bikes in a very *Road Rash* kind of way. Our only gripe is that the learning curve is quite steep: we found the levels got quite difficult straight away without giving us enough rewards in the early stages. That said, it could be because we're crap at motorbike games. *Moto Chaser* offers good gameplay with great graphics.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★	★★★★★

Overall Rating ★★★★★



■ The graphics are great and you really get the feeling of speed as you play, but that does make the controls tough.



■ Select from several racing locations, some of which need to be unlocked as you play.



Price: \$1.99 Developer: Gameloft

Raging Thunder

Accelerometer steering is all the rage in this fun racer



There are now a whole host of racing games on the iPhone that use the device's built-in accelerometer to help you steer, and they seem to be getting better and better. *Raging Thunder* is by far the most graphically superior we've played so far. As well as being extremely fast and action-packed, it allows for online play, meaning you can pit your driving skills against other virtual petrol-heads from all around the world.

The best aspects of the game are high-speed banked corners and the ability to wreck other cars. The worst is the lack of a course map. If you're into racing games then this is a definite must-have app. If you're lucky you may even get it at a sale price, as Polarbit is known to discount games every now and then. There's definitely an evolution going on with regards to racing games, and Polarbit is edging its way to the top of the pile with this extremely well-made game.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★	★★★★★

Overall Rating ★★★★★



■ Cool banked corners add an extra element to this game. The action is frenetic and the graphics are great.

■ One of the best aspects of the game is the ability to smash into opponents' cars to wreck them.

Price: \$1.99 Developer: Gameloft

Asphalt 4: Elite Racing



■ The nitros are fun, giving you a massive speed boost as you race it out against CPU opponents through the streets of well-known cities.

Price: Free Developer: Gameloft

Racing Live

MMO comes to the iPhone (well, sort of)



This game is a racing management simulation with a twist, as it's also an MMO. This means that when you use it, you are playing against millions (2.2 million according to iTunes) of other people.

You take control of a basic car and have to work your way through standard races and drag races, accumulating cash and buying more and more powerful cars. You also gain experience points as you go, which determines whether or not you can beat your opponents. The interface is well made and looks slick, while the challenges are pretty cool. However, there's a distinct lack of action when it comes to the actual races. A result just instantly pops up, which falls a bit flat on its face really. Having said that, sitting through ready-made animations would probably have also grated on the patience. All in all, this is a cool game that's available for nothing, and announces itself as an interesting entrant into the world of MMO gaming.

Feeling the need for speed? This street racer may be for you



Asphalt 4 falls into the street racing category as you get to race Ferraris, Aston Martins, Bugattis and other super-fast sports cars through 12 cities including New York, Paris, Shanghai and Dubai.

The intro and menu interface are extremely slick and very well made, but we can't help feeling a little disappointed with the gameplay. It might be that we have very high standards now, but this game just didn't do it for us. We were impressed with the different control options, though. You can choose to use the accelerometer for steering, a wheel that appears on the screen or you can use a tap of the finger on the left or right of the car. The graphics are good, but gameplay overall is pretty standard. The nitro boosts make life interesting, as does being chased by the police, which gives it a *Fast And The Furious* feel. However, there are a number of better racing games out there. We're sure that with some updates, this game will improve.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



Choose a rival crew to race against.

You can get your hands on some supercars, once you've earned some serious cash in the game.

Ratings

Longevity
★★★★

Fun factor
★★★★

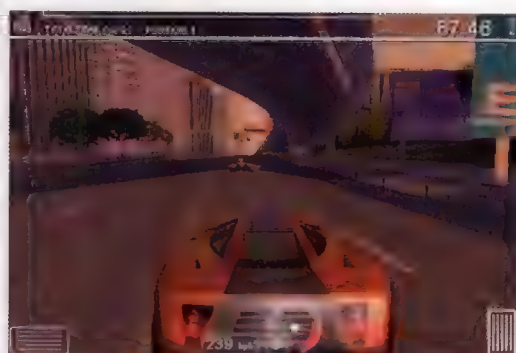
Controls
★★★

Value
★★★★

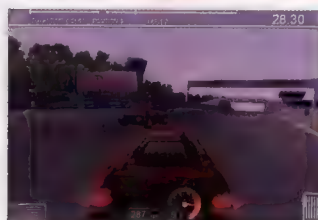
Overall Rating ★★★★★

Racing

App Store



Race the road ragged with this super high-speed game...



Price: £0.59/\$0.99 Developer: iA...

Fastlane Street Racing

Weave through the traffic on winding city routes



There are so many racing games available for the iPhone that it's difficult to choose between most of them. What *Fastlane* has in its locker is a very cool look and feel and some great gameplay.

From the outset this looks slick and polished. Once you've negotiated through the menus and selected the game mode (from five options) and car of your choice (from ten), you have to finish each course in a high enough position to unlock the next one. It's a typical arcade-style structure.

Driving is a matter of using the accelerator button on the right or the brake on the left and then using a tilting action to steer left and right. Graphically, the game impresses and the courses are a mixture of race circuits and winding city routes. Currently available at a bargain price, this is definitely one of the best racing games on the iPhone, setting the benchmark even higher for apps to come.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



App Store Racing

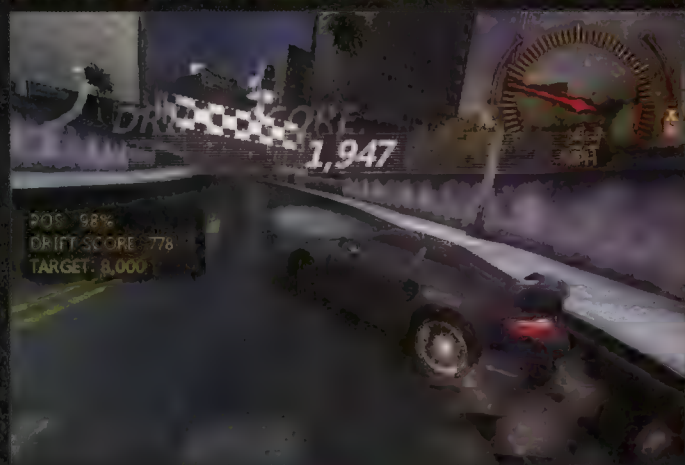
Price: £2.99/\$4.99 Developer: EA Mobile

Need For Speed: Undercover

Proving that when done right, we all have the need!



The most interesting aspect about games being developed for the iPhone is how radically different they can be. One moment you could be playing an app someone made in their bedroom and five minutes later experiencing an entry with a serious amount of polish the PlayStation Portable would be proud of. Of course,



■ Like all *Need For Speed* games, before long your garage will be filled with the most desired vehicles from around the world.

■ Drifting is easily *Need For Speed's* low point, but it's not so bad to ignore the game entirely.

injecting a lot of money into a project doesn't always ensure a perfect product. *Need For Speed* is evidence of just this.

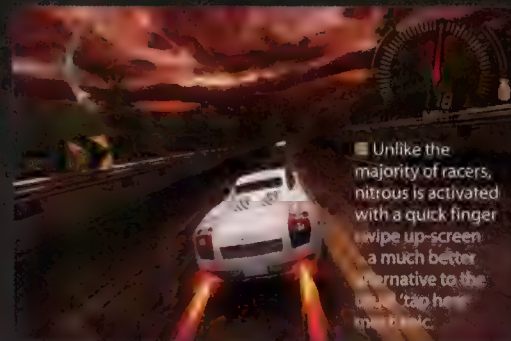
EA sure knows how to apply that extra sheen to its creations. The visuals and overall presentation present in *Undercover* are incredible, boasting a level of quality above and beyond what's expected. It's easily the title to show off when those who defy the iPhone pipe up... just don't let them play it.

Need For Speed is certainly not a bad game but it suffers from controls that are slightly too twitchy for their own good. Although the car accelerates automatically, it's up to you to steer by tilting left and right. There's certainly enough scope to get comfortable with it, but getting to that level can be a challenge; it's a little too sensitive. This gets worse when *Undercover* asks you to drift. To turn the car sideways, it's necessary to flick the iPhone, signalling you're ready to glide. The problem is, you're required to give it such an almighty thrust that it's not uncommon to lose your in-game bearings and crash.

However, as already mentioned, given enough time this becomes less of a frustration; those that get here will find themselves being sucked in thanks to *Need For Speed's* style. Races are intense, cars over-the-top and it's frantic from the off.

You'll have to watch out for the beyond awful cut-scenes and soundtrack, but we highly doubt anyone thinking about purchasing this is doing so for either of those reasons.

Not the best racer on the iPhone (that award goes to *Real Racing*) but a damn fine alternative for those who want to get the most out of the genre.



Rating

Longevity
★★★Fun factor
★★★Controls
★★Value
★★★

Overall Rating ★★★★★



Price: £1.79/\$2.99 Developer: iRide

Line Rider iRide

Either bring patience or have nothing better to watch



Having started life as a browser-based Flash game, *Line Rider* is understandably a little lightweight. With visuals comprising a white background with nothing but black line drawings, it's not going to win any technical awards for graphics, but what it does is extremely clever. *Line Rider* is basically a physics toy, in which you use a collection of tools with different properties to draw levels for a cute little chap on a sled to travel through.

Unfortunately, the iPhone screen is no substitute for the accuracy of the mouse control that PC players enjoy, and most attempts at level creation will end in your character being flung to his doom. Still, it's redeemed by the ability to download levels that have been created by people with more patience than we can muster. Some of these are insanely intricate, even with stories of their own, and the best of them almost make it worth a look alone.

Ratings

Longevity
★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



■ Creating obstacles as intricate as ramps and loops will require a lot of trial and error.

■ Even with the limited toolset, people have found ways to tell stories in their little shared creations.

Price: Free Developer: Pla

Street Racers

Overall, a slick racing management game



We actually thought that *Racing Live* was alone in its genre, but we were wrong. *Street Racers* and *Racing Live* are pretty similar. Both take different approaches to the layout of the game, but essentially they do the same thing. *Street Racers* has a less cluttered interface, though, and the tutorials are ever so slightly easier to follow. There's very little to choose between them, but we found that *Street Racers* took itself a little less seriously and as a result it's actually a lot more fun. It also works from a huge server, and boasts millions of users for you to outperform. It's possible to make a lot of money and develop quickly in this game, which means that it always holds interest and is always fun to return to. Well worth a download.

Ratings

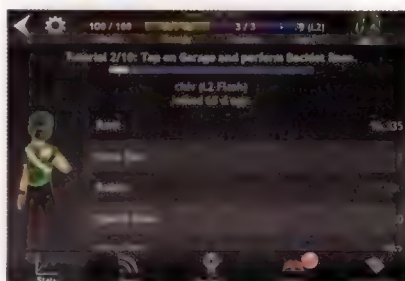
Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ The play engine is great fun.

Price: £4.99/\$7.99 Developer: Konami

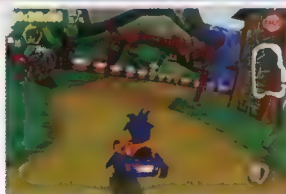
Krazy Kart Racing

Konami's feature-packed kart racer lacks polish but is fun nonetheless



■ The graphics have a colourful charm to them.

■ The tracks are filled with obstacles and tricky bends.



The successor to *Konami Krazy Racers* on the GBA, could this be the iPhone's answer to *Mario Kart*? Probably not. The game lacks the polish seen in some of the other racing games found in the App Store, with twitchy controls and a fluctuating frame rate when navigating corners. Look past these niggles, however, and you'll find a treasure trove of content. The single-player includes an extensive GP, time trial, free run and mini battle. Multiplayer involves simply entering your player name, selecting a server or creating your own, and then jumping into a match with up to five other players. Once racing you'll find the usual power-ups, including rockets, shields, speed boosts and invisibility cloaks. The 16 tracks get progressively harder as you make your way through the GP, and it pays to memorise the tracks – something that can't be said for every racing game in this genre.

Ratings

Longevity
★★★★☆

Fun factor
★★★★☆

Controls
★★★★☆

Value
★★★☆☆

Overall Rating ★★★★★

Price: £3.99/\$6.99 Developer: Firemint

Real Racing

An impressive racing title that ranks with the best



Developer Firemint seems to truly understand the iPhone games market. After releasing *Flight Control* in 2008, it has worked its magic to produce this gem of a racing game.

Part simulator, part arcade game, *Real Racing* features 36 cars in three classes and 12 tracks to form one feature-packed title. You'll also find six-player multiplayer over a Wi-Fi network – a first for the iPhone.

The controls are a breeze to use. Simply tilt your device to steer the car. The game automatically accelerates and brakes, leaving you to weave your way along the tracks to victory. The game does, of course, include options to manually control the speed of your car, plus a touch-wheel for those who prefer to steer using their finger. It all adds up to a feature-packed racing game in the palm of your hand – one with dozens of hours of gameplay on offer.



■ The game also gives you the ability to place the camera behind the car.



■ To date, the graphics are unmatched on the iPhone.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



Price: £0.59/\$0.99 Developer: Octane Technologies

Finger Sprint

Let your fingers do the walking and your score do the talking



■ Compare your performance against other scores, or the online worldwide leaderboard.



Cast aside any notion that this is a finger-operated version of *Super Sprint*. It isn't.

There's a track, a choice of distances and when the starter's gun fires, your fingers have to race up the track by making long stroking movements on the touch screen. The track scrolls along until the end. High scores are stored in the app or can be uploaded to a worldwide leaderboard. As a concept it's *Track & Field* stripped down to the wood. Dull to look at, tedious to play.

Ratings

Longevity

★ ★ ★ ★ ★

Fun factor

★ ★ ★ ★ ★

Controls

★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★

Price: £2.99/\$3.99 Developer: Jaleco

Days Of Thunder

Round, round and round again. Now repeat that until the ice caps melt



Nowt to do with the Tom Cruise race flick, Hollywood glamour is sadly missing in this game based on the NASCAR format of racing cars round astonishingly dull oval circuits. The action employs brake and accelerate touch controls and tilting for steering. The cars are rated in various categories, but despite having the fastest one, others still race past, slow down and trade paint. In fact, damage is key to progressing, so it's more like stock cars than racing.



■ Ah, the cheesy cut-scenes finally produce some love interest for our beleaguered driver



■ No matter how fast you drive, someone will always overtake and starting ramming.

Ratings

Longevity

★ ★ ★

Fun factor

★ ★ ★

Controls

★ ★ ★

Value

★ ★ ★

Overall Rating ★ ★ ★ ★ ★

Price: £0.59/\$0.99 Developer: Octane Technologies

Space Buggy

Scroll baby, scroll. And then do some leaping and bouncing like when I was a lad



This parallax sideways scroller has possibly the worst thought out control system going. Which is a pity because everything is fine, from the power-ups to the bouncing, leaping buggy and a race against the clock over 25 environments. There's a forwards button that once pressed, moves the buggy forwards at one speed. A backwards button reverses this and a brake button slows it down. The tilt sensor is to help keep your buggy from ending up



on its roof, but this is hit and miss. The result is the buggy runs along at times with no input from the player at all.

■ Awww come on ref, the buggy was clearly over the line, it was over the line godammit!

Ratings

Longevity

★ ★ ★ ★ ★

Fun factor

★ ★ ★

Controls

★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★

Price: £1.19/\$1.99 Developer: Jaleco

Fast & Furious: The Game

Race the mean streets, win pink slips and paint go-faster stripes on your iPhone



Ah, the world of fast street cars, pouting babes in oily hot pants and muscular heroes. It's a *Need For Speed*-type street racer with a wide range of cars, four environments plus seven game modes. Great connectivity options include YouTube video uploads, head-to-head Wi-Fi racing, ghost races and an online leaderboard. Graphically it's good and the controls are easy to use with accelerate, brake and tilting to steer. The latter might seem oversensitive, but it's to enable some drift racing. Enjoy the ride.



■ There are four different environments to race in with 36 cars available in the game.

Ratings

Longevity

★ ★ ★ ★ ★

Fun factor

★ ★ ★ ★ ★

Controls

★ ★ ★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★

RPG Games

Traditionally RPGs have been enormous games with an epic scope but the iPhone is beginning to change what gamers think is possible with this most beloved of genres...





Mass Effect might not be the best iPhone game but who would have thought that such a big title (and we mean that in every sense of the word) would have even been possible on the iPhone? It just goes to show what the technology can achieve and how the slick piece of kit can compete with the big boys. And the mammoth RPG series isn't the only franchise to be reflected onto Apple's device with *Wolfenstein*, *Rogue* and *Star Command* also showing how capable the iPhone is. Most impressive, however, is *Mecho Wars*. We don't tend to draw comparisons with games on other systems, but *Mecho Wars* is an unashamed

Advance Wars clone and a pretty good one at that. With its bright, cartoony visuals, turn-based action and charming characters, it's a worthy alternative to Nintendo's series at just a fraction of the price. As you take on the role of the Winged Crusaders, *Mecho Wars'* gameplay is instantly recognisable to fans of the genre. Enemies must be defeated; gold is accumulated by capturing bases and can then be used to buy additional troops. It's hard to say just how soon it will be before a AAA RPG title comes to the iPhone but right now we're comfortable knowing that there's some pretty good games to be getting on with.

Price: £1.79/\$2.99 Developer: EA GAMES

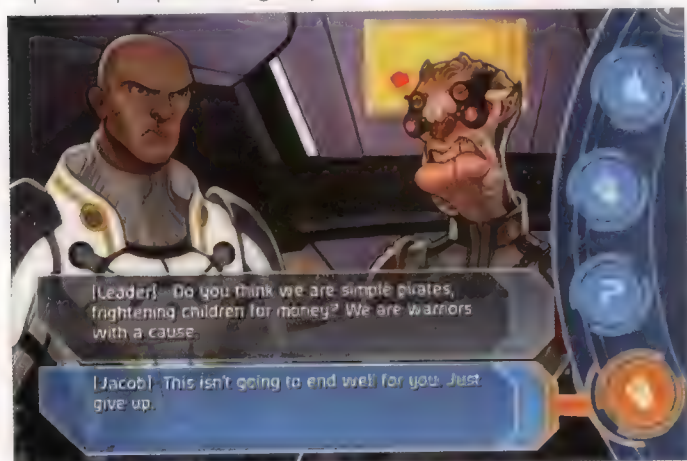
Mass Effect Galaxy

The least successful space mission since Apollo 13



The *Mass Effect* series is known to gamers for providing a deep and immersive role-playing experience, set in a fully realised universe with an insanely detailed back story and benchmark-setting visuals. Unfortunately, *Mass Effect Galaxy* can only be said to have one of those things, and it's just not enough.

What you get here is a side story that partly bridges the gap between the two main *Mass Effect* games and also introduces Jacob Taylor, a former soldier and a key character in *Mass Effect 2*. He's enjoying a spot of R&R aboard a cruise ship when it's attacked by Batarian pirates, throwing him into a conspiracy to attack the citadel, the centre of galactic politics and home to the most important people in the galaxy.



■ The animated scenes and character art do at least look good



■ The appearance of more than a couple of enemies on screen at once will cause the game to almost grind to a halt.

If that doesn't mean anything to you, you needn't bother with *Mass Effect Galaxy* at all. At its most basic level it's a top-down shoot-'em-up, but while other, similar games on the iPhone such as *iDracula* have some success in using the touch screen for virtual controls, this relies on tilt controls for your movement, with standard aiming and firing handled automatically. It doesn't feel nearly precise enough compared with its competitors – even with attempts at injecting some RPG elements through 'biotics', which let you unleash special attacks to incapacitate or deal extra damage to enemies.

Oddly, the game's much more effective between fights during the dialogue scenes, where, similar to the console games, you can choose whether to be the valiant hero or the malicious rogue through dialogue choices. It's well presented and fairly well written, and it even has limited voice-overs for important characters and animated cut-scenes.

Even for fans, *Mass Effect Galaxy* is tough to recommend. On top of the aforementioned design issues, it runs very poorly, slowing to an unresponsive crawl with more than a couple of enemies on screen when similar games manage to look much better without struggling at all. Even at its reasonably low asking price and with the promise that finishing the story – only a couple of hours' work – will unlock content for *Mass Effect 2*, it's one to avoid.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Controlling Jacob during action sequences is like controlling one of those old marble puzzles – the tilt control method is too imprecise.



Price: £0.99/\$0.99 Developer: Gang Gyung Hun

2 Minutes RPG

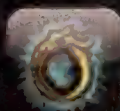
To role-playing games what speed dating is to dinner and a movie



LEVEL: 1 TURN: 196 MONEY: 0

King says:
"Please, save my princess.
She is kidnapped by evil knight."

The style is very basic, but the actual character sprites are kind of cute.



In creating *2 Minutes RPG*, developer Gang Gyung Hun set out to fit all aspects of a

typical 100-hour RPG experience into only two minutes.

As a high-concept demo it kind of works, with you choosing between simple quests, dragon-slaying, hunting for gold, or just exploring, seeing what score you can attain before the timer runs out. It's fairly unpolished and the translation is awful, but it's a neat idea that RPG fans will get a kick out of.

Ratings

Longevity

★★★

Fun factor

★★★

Controls

★★★

Value

★★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: EASY

The Myth Of Heroes Legend

The closest you'll get to *Dynasty Warriors* on the iPhone



The Myth Of Heroes is a tactical RPG set in mythical China, pitting your squad of soldiers and mages against the massed armies of the enemy. While the game is turn-based, it's fast-paced to the point that it can almost be played like an action game, manoeuvring your troops around to pick off the enemy.

With detailed graphics, nice magic effects and the authentic soundtrack, the game should appeal to iPhone strategy fans.



Enemies get bigger as you go, but as you level up, your characters will also get stronger.



All your characters' stats are available at the touch of the screen.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Arum

iSuperstar

Wanna see my smilin' face on the cover of the *Rolling Phone*



While the choices are limited, there's still scope for embarrassment in the images.



Everybody's dreamt of being on the cover of *Rolling Stone* at some point, and though we

doubt as many people find the cover of 'Rolling Phone' so alluring, *iSuperstar* gives you that chance.

Using any picture from your iPhone library, you can slap your friends into parodied magazine covers and then email them around for maximum adulation or humiliation. Nothing more to it than that, but it works and provides a few laughs for the low price.

Ratings

Longevity

★★

Fun factor

★★★

Controls

★★★★

Value

★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: Pocket Hero

Pocket Hero

A master class in how to design an RPG for a phone



Far from being a traditional dungeon-crawling RPG, with a time requirement measured in weeks, *Pocket Hero* is designed to be dipped into as your time allows. The dungeons are randomly generated and



can be played through in the space of a bus journey, and your hero can be customised to suit your style.



It deserves credit for considering the phone format in its design, and RPG fans should find it to their liking for such a low price.

Even items are generated randomly, adding to the variety.

Ratings

Longevity

★★★★

Fun factor

★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £2.99/\$4.99 Developer: Oyaji Games

Mecho Wars

A whole army in the palm of your hand requires a mini strategy



We don't tend to draw comparisons with games on other systems, but *Mecho Wars* is an unashamed *Advance Wars* clone and a pretty good one at that. With its bright, cartoony visuals, turn-based action and charming characters, it's a worthy alternative to Nintendo's series at just a fraction of the price.

As you take on the role of the Winged Crusaders, *Mecho Wars* gameplay is instantly recognisable to fans of the genre. Enemies must be defeated; gold is accumulated by capturing bases and can then be used to buy additional troops – all with a touch of your finger. One key difference, however, is that between turns, the environment can change – freezing water for example – which greatly adds to your strategy.

It's somewhat frustrating then that for all its cleverness, Oyaji Games forgot to add any sort of online multiplayer mode or let you download additional challenge maps, therefore hurting *Mecho Wars*' longevity. What a pity.

Ratings

Longevity

★★★

Fun factor

★★★★

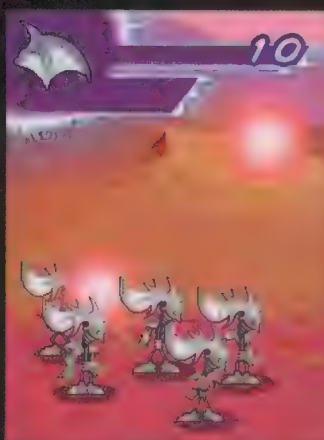
Controls

★★★

Value

★★★★

Overall Rating ★★★★★



■ One nuisance is that certain troops look very similar to each other and can be hard to make out.

■ Wait long enough and lakes will freeze, giving you quick access to bases.

Price: £Free/\$Free Developer:

Frotz

Time to use your imagination and go on some adventures



Once upon a time text adventures were all the rage, with gamers perfectly happy to use their imagination to work out what was happening on the screen in front of them. *Frotz* conveniently allows you to recapture those days of old on your iPhone, and while it recently fell foul of Apple's strict App Store policies (you were once able to download additional games from the internet), it remains an excellent little app.

Pre-loaded with 25 different adventures including the almighty *Zork*, *Frotz* is an amazing time waster; providing of course that you're a fan of the genre, otherwise it's as exciting as watching paint dry. If you do love text adventures, you'll find *Frotz* to be a delight to use thanks to a variety of easy-to-read fonts, the ability to change the size and colour of the text, and a useful verb prompt every now and then. If you enjoy thinking, *Frotz* is essential.

iMafia

When a free game isn't a free game



■ Presentation throughout *iMafia* is extremely polished; it's just a shame the game's not up to the same standard.

■ You'll need certain weapons to go on specific quests, so be sure to upgrade weapons regularly.



Story List Frotz

Cellar

>down
Cellar
You are in a dark and damp cellar with a narrow passageway leading east, and a crawlway to the south. On the west is the bottom of a steep metal ramp which is unclimbable.
The trap door crashes shut, and you hear someone barring it.
Your sword is glowing with a faint blue glow.

Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
space

All Roads
Anchorhead
Balances
Being Andrew Plotkin
Bronze
A Change in the Weather
Child's Play
Christminster
Curses!

■ Typing can be a little fiddly, but you'll get better with practice.

■ There are no pretty images, but you shouldn't let that stop you from enjoying Frotz.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★	★★★★★	★★★★

Overall Rating ★★★★★

Price: Free Developer: PlayMesh

M The *iMafia* series has proven to be a massive success for PlayMesh and is now on its fourth iteration. In these essentially text-based MMOs, you're simply required to build up your characters stats by defeating other players and completing quests. This will grant you gold and experience that can be used to buy everything from weapons to buildings that bring in additional revenue.

Health, money and other stats are granted to you on a timed basis, while completing quests costs energy points that are in turn regained at a painfully slow rate. This can be counteracted by buying PlayMesh points that cost anything from 59 pence for five points to £59.99 for 800.

These points can then be used for everything from gaining money to refilling your energy bar, which gives you a slightly better chance of competing online but costs an absolute fortune.

Whether you're playing *iMafia*, *iKnights*, *Vampires* or any similar MMO, the end result is always the same. Save yourself some cash and stay well away.

Ratings


Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: £1.79/\$2.99 Developer: id Software

Wolfenstein RPG

Wolfenstein as you've never seen it before

 As impressive as John Carmack's iPhone port of *Wolfenstein 3D* was, it was also rather fiddly to get to grips with. Fortunately, this isn't a problem for this new *Wolfenstein* game, and while the setting is instantly familiar, the gameplay itself is anything but.

Once again taking control of William 'BJ' Blazkowicz, you're imprisoned inside castle Wolfenstein and must find a way to escape the imposing fortress. Everything is now turn-based, however – which sounds like an insane thing to do with a FPS, but actually works amazingly well.

Navigation is extremely easy. A simple touch of the screen enables you to switch between different weapons, while stats and other skills can be increased as you gain experience. It's a great way of revitalising a classic series and is enhanced further by excellent visuals and a healthy dose of humour. Highly recommended, especially if you're after something a bit different.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★★	★★★★★	★★★★

Overall Rating ★★★★★

★ Painting



Menu Wait Map

■ There are no Nazi references any more, but it's not hard to work out who this is.

■ With only a limited amount of health, you have to work out how best to take on this squadron of soldiers.

Price: £1.79/\$2.99 Developer: Chronosoft

Rogue Touch

Saving the world, one step at a time



First released in the early Eighties, the original *Rogue* was designed on early UNIX computers and used ASCII characters to depict everything from its hero to the many monsters he fought.

This latest version is based on the excellent Atari ST port (itself nearly 25 years old now) and while detailed sprites now replace the ASCII characters of old, the core gameplay is identical. 26 sparse dungeons stand between you and the Amulet of Yendor, your ultimate goal. Each dungeon, which is randomly generated every time you play, is filled with all sorts of goodies and monsters to discover. Working out what items do, and how dangerous enemies are, forms a massive part of *Rogue Touch's* appeal. Scrolls are littered throughout the huge caverns you have

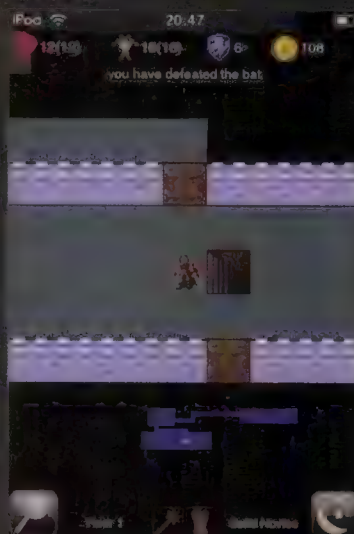
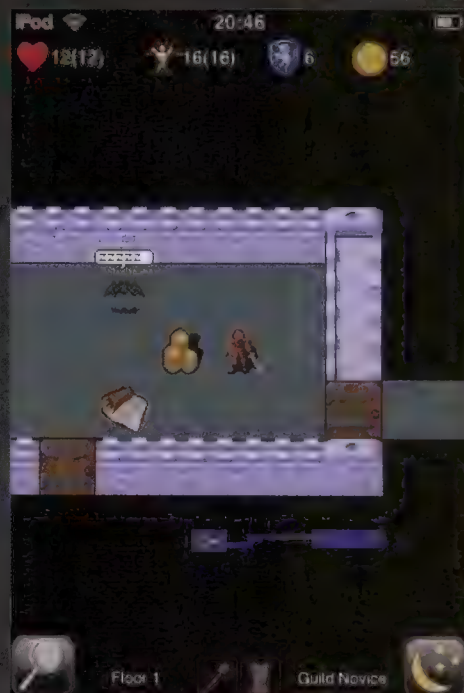
to explore and unless you can find an identify spell, you won't know what they are until you use them. Rings, potions, wands and armour are just some of the other items that can be picked up, and you're going to need every single one in order to progress.

Rogue Touch is tough – not unfairly so, but the casual gamer may be frustrated by the way that death comes so quickly and often and how everything is turn-based (although we actually prefer this strategic approach). If you can get past *Rogue Touch's* high difficulty you'll find plenty of reasons to constantly return to it.

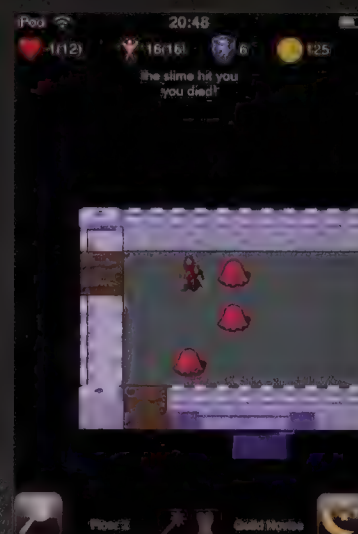
The game's interface is mostly decent, allowing you to navigate the massive dungeons with ease and zoom in and out at will. Selecting monsters to attack can be fairly difficult at times, while presentation itself is extremely basic, but in a way that all adds to *Rogue's* old-school appeal. Online leaderboards are also included, and while you may never reach that fabled amulet, you will constantly have enough incentive from other players' scores to keep trying.

Perfect for playing in quick short bursts and recently updated with plenty of new features, *Rogue Touch* is ideal if you're after something a little different. It's not the most accessible of games, but it does feature endless replayability, making it well worth the measly asking price.

No two games are ever the same in *Rogue Touch*, so longevity is assured.



Hmm, we wonder where these stairs lead to.



These annoying slimes split when hit, so try to destroy them as soon as possible.

Ratings
Longevity
★★★★

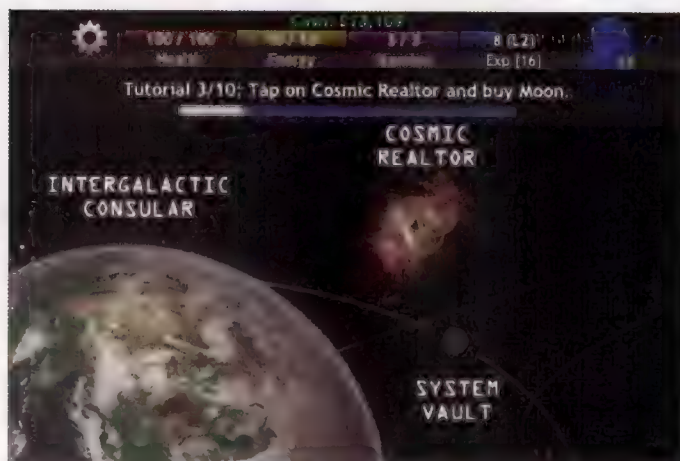
Fun factor
★★★★

Controls
★★★★

Value
★★★★

The visuals are nothing special, but by gum is *Rogue Touch* addictive!

Overall Rating ★★★★★



■ The main game interface is slickly presented with all the options accessible with just one tap on the sideways-scrolling screen.

■ Earn credits to hire crew, buy weapons, armour and exotic devices, then storm through the rankings.

Price: £Free/\$Free Developer: Plu.Mobi

Star Command II

Intergalactic domination with all the excitement sucked out



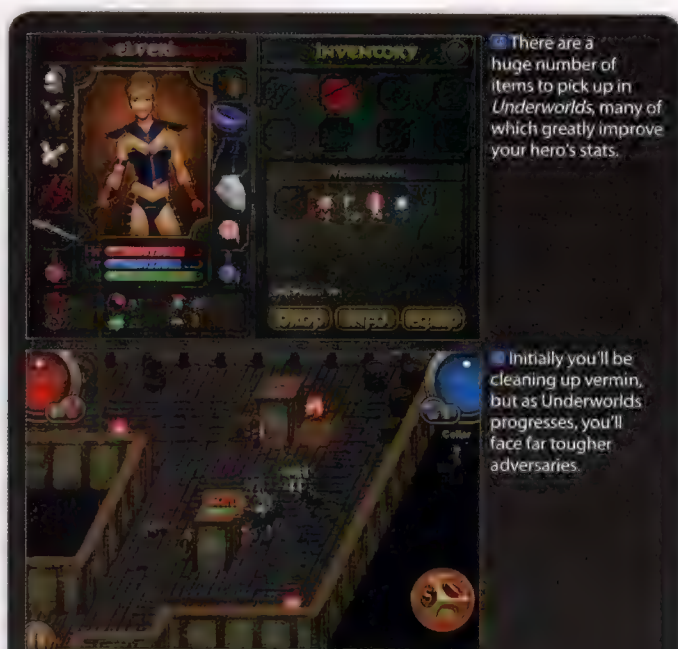
With a stylish interface, polished controls and a galaxy waiting for your foot to stamp on its face, what isn't there to love about *Star Command II*? Well, quite a bit.

This is one of those MMO games, in the mould of *Mafia* and *Vampire*, where very little happens, but lots of people play it anyway. Here it's about galactic supremacy, though not by actually exploring space, forming colonies and engaging in thrilling battles. It's more like a card game where you build up your ship with weapons, crew and extra features. You then take on other commanders by selecting them in the war zone and clicking on Battle. The result is then announced and damage and/or rewards displayed. That's it. The server access is seamless and you can exchange real money for extra game credits to buy stuff. While the game offers some satisfaction in building up your rating, it isn't galactic exploration and it isn't very exciting either.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★☆☆	★★★★★	★★★★★

Overall Rating ★★★★★



■ There are a huge number of items to pick up in *Underworlds*, many of which greatly improve your hero's stats.

■ Initially you'll be cleaning up vermin, but as *Underworlds* progresses, you'll face far tougher adversaries.

Price: £1.99/\$1.99 Developer: Plu.Mobi

Underworlds

Dungeon delving has never been so much fun



Recently updated with a massive new quest that's double the size of Act 1, *Underworlds* remains the iPhone's definitive *Diablo* clone.

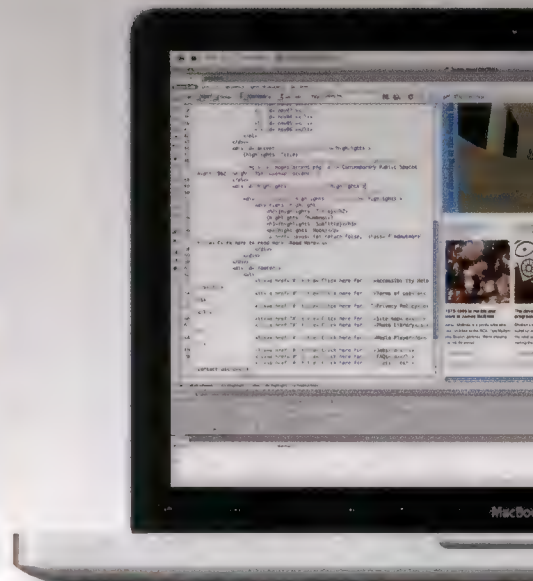
Choose from a small selection of characters (one of our few niggles) and your quest begins in earnest. At first you'll be given menial tasks like retrieving crypt keys or defeating giant rats, but the quests soon get far tougher. Movement is handled by simply touching wherever you want to go; the same applies to picking up items, attacking enemies or restoring mana and energy. It's also how you select skills and powers as you slowly level up. It's an incredibly neat little system that is only let down by not always correctly registering the enemy you want to attack when you get surrounded by fiends. It's a minor issue, though, and less so since the last big update, so our advice is to tool up and get stuck into one of the deepest and most satisfying action RPGs around.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

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Sim Games

Few genres are as rich and as varied as simulation and this is undoubtedly reflected in the iPhone. With so many great titles to choose from you're going to need some help...





Arguably, the measure of any console on the simulation front is how well it handles *The Sims* and, as you can see from our review, the iPhone more than holds it's own: "The mobile version follows the same concept, starting with character creation where your Sim can be as conservative or as trampy as the initial wardrobe allows. There are five personality traits to select from, which dictate how the Sim reacts to others and what demands they are likely to make. The presentation for all this, right up to plonking your Sim in their house, is first rate. The screens feel nicely designed and everything is easy to select with the tap-and-go

control." With such an ambitious game so clearly possible on the iPhone, regular gamers will surely be licking their lips at the possibilities just over the horizon. But it's the variety of the genre that the iPhone is most successful at replicating, with games like *Fashion Mogul* ("fashionistas will no doubt enjoy the theme"), *Flight Control* ("brilliantly simple, addictive, frustrating and rewarding") and the terrific *Fish Tycoon* ("a superb strategy release that just keeps on giving thanks to the huge amount of fish to breed. An absolute gem.") proving just how capable the rightly-admired iPhone is at providing a great selection of sims.

Price: £3.99/\$5.49 Developer: EA GAMES

The Sims 3

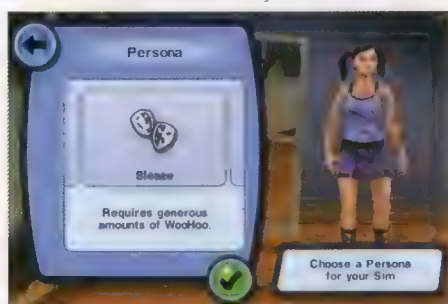
Create a perfectly reasonable human being and then mess their life up



Activision has a lot to answer for. It was the company's seminal title, *Little Computer People*, released in 1985 that provided a template for EA to heartily exploit with *The Sims* franchise. In case you've slept through the chart-hogging releases, it's all about creating a character with certain traits, then organising their life so that they are fed, watered, cleaned, have money, friends and a job. Then get your Sim out into Sim-land to meet others, create friendships and meet objectives, while pandering to their personality-trait generated whims.

So, the mobile version follows the same concept, starting with character creation where your Sim can be as conservative or a

trampy as the initial wardrobe allows. There are five personality traits to select from, which dictate how the Sim reacts to others and what demands they are likely to make.



■ The first step is to get the most trampy outfit in the wardrobe then set the personality trait to Sleazy. Perfect.



■ Upon meeting another Sim, the view zooms in to the animated characters as you select from several actions.



■ The town view renders your Sim as a small blob, but there are shops and jobs to investigate.

The presentation for all this, right up to plonking your Sim in their house, is first rate. The screens feel nicely designed and everything is easy to select with the tap-and-go control. When the Sim leaves the house, it switches to an overhead three-quarters view and your figure is now a tiny stick person. In some respects this was an inevitable consequence of the small screen, but it still doesn't look great, although it makes navigating around the town simple enough.

Once another character meets your Sim there are multiple choice actions to select, dictating how the other character now views you. If you were hoping for options for pistol-whipping and armed robbery, prepare to be disappointed – this isn't *SimGTA*. In fact, no matter how unpleasant your character traits, it's quite hard to be really nasty, just mildly unpleasant or creepy. The aim then is to actually get on and discover the 73 goals that can be unlocked.

If you like ordering other people's lives or just want to have fun with a character that's the opposite of yourself, then there's much to enjoy in *The Sims* and it has a good deal of medium-term playability. If you're disappointed that you can't go on a crack-whore crime spree then this is, perhaps, not the game for you.



■ Keeping your Sim clean is an essential part of the game. Honest. Otherwise they smell and no-one will like them. So makes sure they take regular showers. No perving now.

Ratings

Longevity
★★★★

Fun factor
★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★

Price: Free Developer: Backflip Studios

Paper Toss

This game will suck you in and have you addicted in no time

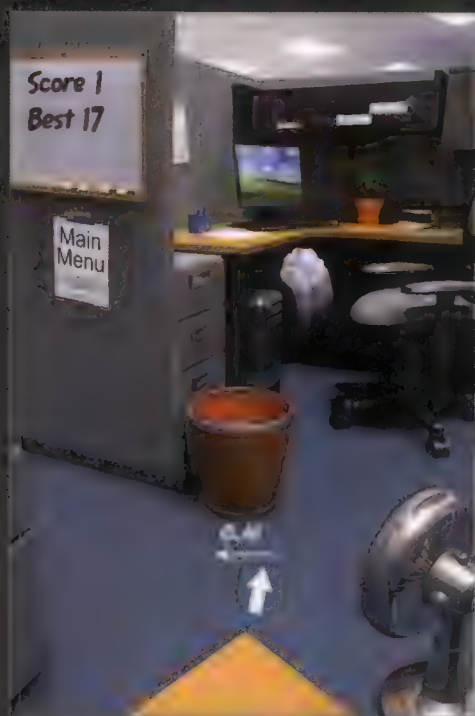


The best games aren't the ones with the most advanced 3D graphics or the ones that have the best frame rates. They are the ones that make you scream with frustration and force you to play them over and over again in order to beat your last score. *Paper Toss* is one of those games. The idea is simple: just use a flick of your finger to send a balled-up bit of paper flying towards a bin. The idea is to land the ball of paper in the bin. A pretty simple goal, apart from the fan that is blowing across your flight-path. So, you have to judge the wind-speed and then adjust your aim accordingly. Then just get as many balls in the bin as possible. It's great fun, very addictive and very frustrating. For a free app, you can't really fault *Paper Toss*, but it would be nice to have a few other obstacles and maybe some different levels of difficulty. That said, this is a free app so we can't expect too much. Great fun all round.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★★	★★★	★★★★

Overall Rating ★★★★★



■ There are three different difficulty levels to choose from.

■ A flick of a finger sends the paper flying across the office.

Price: £0.59/\$0.99 Developer: Ziconic

SkyCoaster 3D

Twist, turn and loop the loop with this crazy application



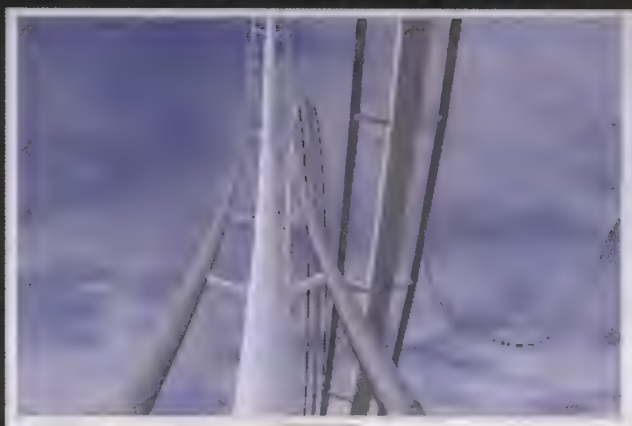
It seems ridiculous that you could get anywhere near a convincing rollercoaster ride experience on the iPhone, but you really can with this incredible app. Built on 3D models of rollercoasters and using advanced graphics, it enables you to experience a rollercoaster ride in your front room. Not only that, but as you move the iPhone around, you can actually see around you as you go, giving you the feeling of really being there. The kind of detail that has gone into this application to make it so lifelike, in terms of speeds and motion, is astounding.

This is a great app for getting an idea of the capabilities of the iPhone. If you only download one app from this section then it has to be this one, just so you can experience the ultimate in virtual rollercoasters. If you are a real daredevil, you can turn the app around as you go and experience a rollercoaster ride going backwards!

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★★	★★★	★★★★★

Overall Rating ★★★★★



■ This application will blow you away with its realism. Look left and right while on the ride.

■ The virtual rollercoaster has all the same twists and turns as the real thing.

Price: £1.19/\$1.99 Developer: [illegible]

Fashion Mogul

Business games are just so last year, darling...



Games like *Lemonade Tycoon* have shown that the iPhone, while perhaps under-equipped when it comes to doing full business simulators, is more than capable of running something on a smaller scale. *Fashion Mogul* aims to fall somewhere between your own lemonade stand and the transcontinental railroads and theme parks empires of the desktop *Tycoon* games, and it's quite successful in this aim.

Starting with a small boutique, you aim to build your company across the increasingly competitive fashion centres - London, Milan, New York etc. - all the way to the ultimate destination of the world's style capital: Paris. Like the industry on which it's based, however, it's only skin-deep, as the game's not really any different to most of its competitors. There's very little here that you wouldn't find in any other business game. *Fashion Mogul* is still decent at what it does, though, and fashionistas will no doubt enjoy the theme. Just don't expect anything special.

Ratings:

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★

Overall Rating ★★★★★



■ The bright graphics suit the game's theme well and look quite appealing.



■ There's not all that much to differentiate between the various cities.

Price: \$0.99/£0.59 Developer: [illegible]

Flight Control

One of the standout games of the year



You can tell when an app has got everyone's attention, because all of a sudden a ton of suspiciously similar apps appear on the App Store to try and take a cut of its profits. That's exactly what happened with *Flight Control*, and although the developer was probably a little annoyed at the copycats, Firemint should just be flattered instead.

In *Flight Control*, you take charge of an airstrip and have to land the planes that come your way by dragging a line between them onto the runway. As more and more planes arrive on the screen, you have to make more elaborate flight paths for the planes to fly on in order to avoid any crashes. The more planes that you land, the higher your score. This game is brilliantly simple, addictive, frustrating and rewarding. There is a multiplayer option, but it's not as good as the single-player mode, so stick to that.

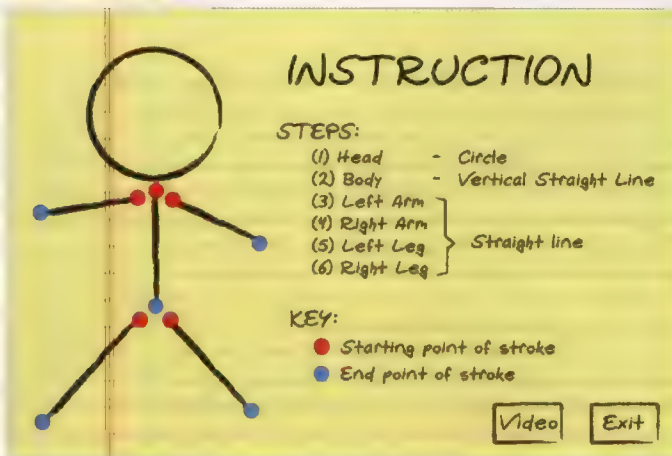
Pencil Doodle

Draw and sketch away, but beware if you create a stick man!



■ Create a little scenario that will benefit from the animated character and will keep you occupied for one, maybe two minutes.

■ The info screen shows exactly how to create a stick man that will then come to life.





■ Pushing tin on the iPhone can soon get pretty stressful.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Kallio Labs



There are some applications and games that defy all logic. Welcome to the very strange concept of *Pencil Doodle*. Start the app and there's a yellow notepad, two pencils and an eraser. Okay, so you can draw stuff and erase it. All well and good. Where it enters David Lynch territory is if you draw a stick figure that the app recognises. Suddenly from a half-assed sketchbook, the stick man gets a face added and starts moving around, waving arms and legs. No, really, he does, though you may feel that you've had one too many when you see it work. The key is to draw a figure with specific end points, which the info page shows, otherwise Mr Sticky will just sit there. Get it right, and it isn't hard, and he comes to life. He even moans if you prod him and you can grab him by the head and move him. Obviously there's a world of missed opportunity here, like providing props to play with, being able to erase a leg and make him hop, or both legs and make him crawl. That would be funny. As it is, this is clever but ultimately pointless.

Ratings

Longevity
★★★☆☆

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Kallio Labs

TriDefense

Defend the tower to the last man.
Then send for the women and kids



While the concept of tower defence games can seem like an exercise in lazy gameplay – it is, after all, like playing half of *Command & Conquer* – if it's done well, it's a viable genre for handheld gaming.

The good news is that despite only being a pre-release at the moment (v0.9), *TriDefense* is done very well. There are two skill levels and three types of defensive weaponry that can be employed to fend off escalating attacks on the base, or tower. The trick is to place them most effectively at the start, so they destroy enough of the opposition to enable you to buy more units for increasingly heavy attacks. There's also terraforming, which adds a neat tactical twist. *TriDefense* successfully marries C&C-style graphics with impressive sound effects and challenging gameplay. Control is familiar pinch and pull for zooming, and tapping for unit placement. Buy it now with one main level and there's a free upgrade when v1.0 is released.

Ratings

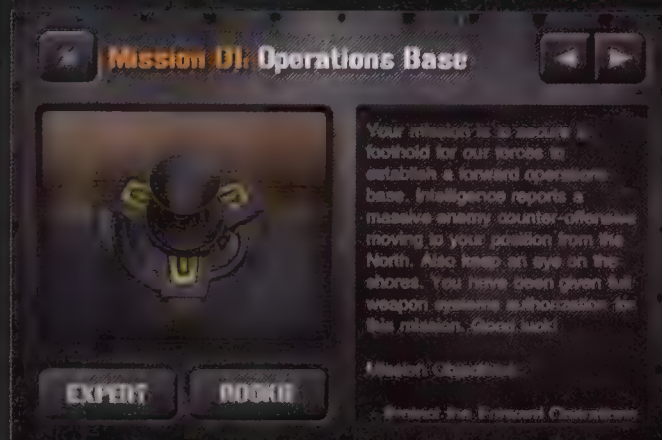
Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

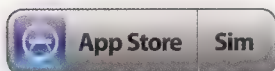
Value
★★★★★

Overall Rating ★★★★★



■ The missions are nicely presented at the start of a level and if you find it too tough, it can be played on Rookie level as well.

■ You can dig holes and add land to try to divert the attackers into long routes round and through concentrated fire positions.



Price: £2.99/\$4.99 Developer:

SimCity

Develop your very own metropolis and then turn it into a living hell



Many moons ago this reviewer created a board game, called *City Mayor*, where the object was to run a city, deal with emergencies and keep the population happy. Three years later Maxis released the SimCity computer game, which became a runaway success. True story. One day I will have my revenge, but not today because I'm here to tell you about *SimCity* on the iPhone, which isn't the venerable game that launched the franchise, but as near as damn it a version of *SimCity 3000*.

Now it may seem to be wildly optimistic to re-create a highly detailed, PC screen-filling game on a small, portable device, but EA pulls it off. Just. You can start with either a blank canvas and

create the city from scratch, or take up one of two conurbations that are already up and running. It makes sense to check out the tutorial first, because the icons can be anonymous and everything is controlled via them. The first step is creating zones, rather than actual houses, shops and factories. To paraphrase *Field Of Dreams*, if you zone it, they will come. But it has to be nice, and that means electricity and water supplies, architectural attractions, parks. This isn't Pyongyang or a Polish slum; you can't make people live in a dismal, polluted landscape full of high-rises. You can set the housing density per zone, though, to maximise revenue, as indeed this is the grease that keeps the wheels of *SimCity* life rolling.

When moving around the screen, the content disappears, showing just the zones, which speeds it up. Tapping or pinching zooms in, but as the city gets bigger, it isn't that responsive. Also, placing buildings or zoning, is manageable on the small screen, but only just. There are overlays to show problem areas, so you'll spend time zooming in to fix problems or develop areas, and out to check over everything. If your eyesight isn't great, this isn't the game for you. There's definitely that old *SimCity* pleasure to be had in creating a thriving metropolis, and the inhabitants do have to be kept happy within in it, although at times it can get laborious. If you aren't a fan then this version won't convince, otherwise dive in and get those slums built.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★	★★★★	★★★★

Overall Rating ★★★★★



■ Zooming in shows extraordinary detail. Here a traffic report overlay shows that there are no congestion problems at the moment.



■ Can you see what it is yet? The overall view of the city isn't that useful because it's very hard to spot any problems from up here.



■ Remember to save your game and quit, otherwise it keeps running and you'll return to find the power station has exploded and the city has turned to ash.



Sea Patrol

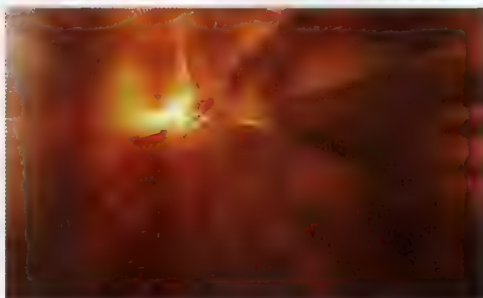
Take an interesting seaborne premise and then mangle it with incompetence



■ Line up the sights and fire away... although it makes little difference half the time and doesn't even work.



■ In your face, pirate! Ah, actually this is in my face. You can't dodge enemy missiles, so best get firing first.



Price: £0.59/\$0.99 Developer: Alvin Labs



If ever there was evidence needed that there is no quality control being applied to the App Store, then this is it. *Sea Patrol* casts you as a patrol boat, shooting and launching rockets at Somali pirates while a large tanker floats in the background. Topical then.

There's a big gun sight which is moved using the tilt sensor, both sideways and vertically, which makes it hard to see the screen at times. The graphics are serviceable 3D, there are explosions and when the missiles are activated, another targeting reticle appears with a green screen just for variety. And that's as good as it gets. You can line up boats perfectly and not inflict any damage, miss half of them and still win the game. Because you can't move, you can't avoid the enemy missiles. Having destroyed ten boats, even when you haven't, the game ends. If you take too many hits then the game ends. In both cases you can play another game, with a different background.

Like too many games, this appears half finished and represents a complete waste of 59p. Both the developer and Apple should be ashamed for putting it on the store.

Ratings

Longevity

★ ★ ★ ★ ★

Fun factor

★ ★ ★ ★ ★

Controls

★ ★ ★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★

Price: £0.59/\$0.99 Developer: Alain Fernandes

Keep your garden neat and tidy so the bugs will be happy. Apparently

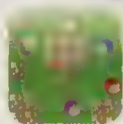
Your Garden



■ Simple premise: cut the grass, avoid the flowers and bugs. We'd rather have a spade and see how many we could squish.



■ You want options, you want high scores, you want sound effects? Tough, there are three skill levels and that's it.



There's a case to be made for games for a younger audience, but then we say buy them a Nintendo DS because we certainly wouldn't let a seven-year-old loose on our iPhone. This, however, is a game that is suited to the youngsters because it features bright, simple graphics and is easier the smaller your fingers are. Put it this way, there won't be many builders playing *Your Garden*.

The premise is simple. The garden grass is overgrown, your finger taps or strokes will cut it, but if you cut the flowers or touch the bugs three or four times it's game over. In essence then, it's all about timing, the three skill levels introducing more bugs; and the more flower beds there are, the harder the timing is. Don't worry, though, because even when the game is over, the next one foolishly adds to your score anyway. Not that there are any records either, so it all becomes fairly pointless. With no sound as well, this feels as though it's only half finished.

Ratings

Longevity

★ ★ ★ ★ ★

Fun factor

★ ★ ★ ★ ★

Controls

★ ★ ★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★

Price: £3.99/\$6.99 Developer: Gameloft

Modern Combat: Sandstorm

See, first-person shooters can work on the iPhone



We're always amazed at what Gameloft can squeeze out of Apple's iPhone. As with *Gangster*, its latest release is an amazingly ambitious app that features fantastic visuals, solid controls and genuinely engaging gameplay.

One of the reasons why *Modern Combat* works so well is because Gameloft has played to the iPhone's strengths and weaknesses. A handy auto-aim (that can be turned off if needed) makes up for the occasions when the ambitious controls let you down, while carefully placed set-pieces keep the action flowing. A variety of context-sensitive options allow you to do everything from kneel for more precise aiming to lobbing grenades, while the ten available missions are perfectly paced.

To top it all off are some truly fantastic visuals that once again prove what's possible on Apple's machine when developers know what they're doing. If you're a fan of first-person shooters, this is easily one of the best examples currently available.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



■ There's a decent variety of weapons available during *Sandstorm*'s ten missions, with the Rocket Launcher being a particular favourite.

Price: £0.59/\$0.99 Developer: Last Day At Work

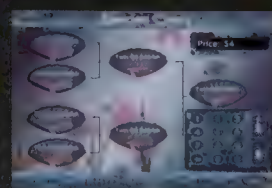
Fish Tycoon

There's nothing fishy going on here



■ Watching and breeding fish is now possible without an expensive aquarium.

■ Check out the Species Chart to see how to breed different fish types.



Now a year old, *Fish Tycoon* remains one of the best sim management games on the iPhone. Granted, real fish aren't used (we'd have loved to breed some digital Discus) and it's a little too easy, but Last Day At Work's game remains a fantastic way of wasting your spare time.

Starting off with a meagre amount of cash, you'll need to successfully grow eggs, breed fish to develop new types and keep your wee pets free of any diseases and maladies. While *Fish Tycoon*'s main aim to breed seven magical fish, it's all too easy to get lost in its strategy side thanks to a well-thought-out management system, easy-to-use interface and expansive collection of items to collect.

Available for a tiny price, *Fish Tycoon* is a superb strategy release that just keeps on giving thanks to the huge amount of fish to breed. An absolute gem.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★

Price: Free Developer: Jonathan Johnson and Brian Pratt

Awesome Ball

Cheaper than a rubber ball and a printer, we guess



■ The built-in backgrounds are rather uninspired.



If you enjoy passing the time by bouncing a ball and looking at photos on your iPhone,

consider this an efficiency tool that lets you do both at once. You select from different balls, choose pictures from your library to decorate the walls and floor, and then flick and shake the phone around to bounce the ball around the virtual room. And that's it...

There's an ad-free 'Plus' version with custom sounds, but really, at that price, why not just chuck a rubber ball around?

Ratings

Longevity

★★

Fun factor

★★

Controls

★★★

Value

★★★★

Overall Rating ★★

Price: £0.59/\$0.99 Developer: Jeremy Lazarus

Beer Pong Challenge

Just like we remember it from our college years



With beer pong – trying to get ping-pong balls into beer cups, basically – apparently now a sport, we welcome this first simulation, proudly trumpeting its sponsorship by 'the world's number one brand in beer pong'.

Delusions of grandeur aside, the game's actually pretty good fun, with nice graphics and realistic physics, all for a reasonable price, and there's even an ad-supported free version. Just don't expect anything new if you're played out on the ubiquitous *Paper Toss*.



■ The game's look is actually pretty cool, really suiting the subject matter.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: Free Developer: PandaChi Works

Fuzz Friend

Best not tell the RSPCA about this one...



■ Sobbing pathetically is one of the least abused forms that your fuzz will take.



Fuzz Friend is an interesting one, somewhere between a virtual pet and a stress toy, in which you can treat your 'fuzz' to cakes – or, if you prefer, take out your frustrations on him.

Keep him happy and he'll smile and sparkle, but switch the background to something more threatening and flick him around the screen and enjoy seeing him bruised, beaten and crying... before he eventually explodes. Not big, not clever, but highly amusing.

Ratings

Longevity

★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Adam Torres

Gunsta

Damn it feels crap to be a gangsta



Frankly, it's depressing that stuff like this can qualify as a game on the iPhone, considering the superb games that you'll find elsewhere in this fine tome.

All there is to this is a picture of a ridiculous-looking gold gun. Mime firing the iPhone and gunshots ring out; pretend to reload and you'll get the sound of the clip sliding home. Oh, and it vibrates. The fact that the developer lists 'gangsta-ness' and 'bling' on the features list says it all. Awful...



■ Maybe we're just not street enough, but anything spelling 'gangster' like that is already on to a losing battle with us.



■ Does paying 59p for A PICTURE OF A GUN really sound like a good deal to you?

Ratings

Longevity

★

Fun factor

★

Controls

★

Value

★

Overall Rating ★

Sports Games

It is the casual gamer's genre of choice and it's not hard to see why. Faded dreams can be realised in virtual form and now that's no less true on the iPhone...





It's amazing what the iPhone can do and that's ever clearer with regards the sports genre. It's genuinely shocking in some cases to see how close the device is getting to competing with some of the more powerful, dedicated videogames consoles. Gamers need only look at *Madden NFL 10* to see how far the device has come in such a short time. As with *Tiger Woods*, excellent use of the iPhone's interface has enabled EA to deliver an experience of *Madden* that's unmatched by any other system. Plays are decided with a simple swipe of your finger, players are selected by just touching them, alternate runs can be created by simply tracing

a new route out on screen, while players are controlled with a very responsive virtual stick. It's a glorious system that's backed up by an excellent campaign mode, glorious presentation and truly stunning visuals. There really isn't anything that the iPhone can't achieve if the developers are willing to put as much time into the titles as EA seems to be. As we all know, the sports industry and its videogames arm is big, big business and if current developers begin to properly tap into what is essentially a vast goldmine there could be a mass migration of A-list designers and publishers onto the system. The sooner, the better.



"Its greatest, and most surprising, strength lies in how apt it is at allowing you to play a free-flowing game of football"



■ Although reminiscent of a forgotten period, *X2 Football* is a fine-looking game.

■ The dynamic camera angles give you an experience that's a good representation of what you see on TV.

Price: £1.99 (FREE) Developer: X2 Games

X2 Football 2009

The finest football game you're likely to find



If you're anything like us, the first time that someone told you they were enjoying a football game on the iPhone, you probably assumed that it was simply a case of them trying to save face. They'd spent the money asked, realised the error of the ways and decided to hide it from the world.

And then you play *X2 Football 2009*. In theory, it just shouldn't work. Having to control a football team with nothing more than a few on-screen buttons sounds like a hideous combination. In reality, it's one of the finest games to be found on the iPhone.

X2 Football 2009's greatest, and most surprising, strength lies in how apt it is at allowing you to play a free-flowing game of football. Each of the buttons and the control stick are so responsive and well implemented that it only takes a few minutes before you're knocking through majestic through-balls and watching as the ball is volleyed into the back of the net by your striker. A major reason for this is the simple mechanic of integrating the age-old technique of power bars. As per usual, the longer you hold your finger down, the more force the ball will be struck with. Each pass, shot or cross is hit with such fluidity, though, and every player reacts so well, that whatever type of strategy you want to employ, *X2 Football 2009* will allow it.

Naturally, even with the most supreme portable football at your fingertips, if there was no long-term goal to strive for and keep you occupied, events could sour quite quickly. The exact opposite is the case in *X2 Football 2009*, however. With 50 national teams and a huge number of tournaments, leagues and cups, this has as much depth as a game you'd expect to see on a console worth upwards of £200. Just to throw one last heap of praise at X2, it even has commentary.

There's no doubt about it, *X2 Football 2009* is easily the finest football game on the iPhone, if not the best sports entry period. Indeed, we'd go as far as to say that this is an app that even people only moderately interested in the sports genre should buy. With such excellent playability, it is an insanely good release and, thanks to all those tournaments, one that will keep you interested for many months to come. You'll be over the moon if you get it, and sick as a parrot if you miss out.

Ratings

Longevity

★★★★

Fun factor

★★★★★

Controls

★★★

Value

★★★★

Overall Rating ★★★★★



Price: £1.79/\$2.99 Developer: Celeris

Virtual Pool

Rack 'em and hustle some serious dollars!



There are a couple of free pool apps floating about the App Store, so it'll be with some trepidation that you fork out for a paid version.

With that said, we can lay your mind to rest and positively encourage the download of *Virtual Pool*. For the low price, you don't just get an extremely good simulation of pool, but also a decent stab at an evolved career mode. This means that as well as quick games that are perfect for bus journeys, you can also travel from pool hall to pool hall, gambling your way up the ranks of the shark elite. Gameplay is extremely good. The controls are simple too, and offer everything you would expect, including different views, easy cue movement and ball-striking action, as well as the option to mess about with spin. A great game.

Ratings

Longevity
★★★★★

Fun Factor
★★★★★

Controls
★★★

Value
★★★★★

Overall Rating ★★★★★



■ Different view options mean you can take a look at the whole table to get your positioning right



■ Another great soccer simulator for the iPhone.



Price: £0.59/\$0.99 Developer: Gameloft

Real Football 2009

iPhone Shoots... and scores!



It's hard enough for developers to get sports games right on the major consoles, let alone on portable platforms. *Real Football 2009* (Soccer in the US) aims to buck the trend and, surprisingly, it succeeds. The difficulty comes in getting full functionality for team sports into such a small space with adequate controls, and this is where Gameloft's title scores. Using a simple on-screen D-pad (a four-way directional control) and two simple buttons, players can be controlled in a number of ways, and there's a variety of shots and tricks available. Built-in game modes include Training, Cups and Exhibition Matches, with the former a must for those looking to find the net quickly. This is a top buy for sports fans, particularly at the new bargain price. We highly recommend it.

Ratings

Longevity
★★★★★

Fun Factor
★★★★★

Controls
★★★

Value for money
★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Chillingo

iPingpong 3D

Table tennis has never been so cool...



When it comes to porting sports from real life to computer games, table tennis doesn't have the world-renowned stars to make giant franchises in the same way as Tiger Woods has done with golf. That said, this classic indoor sport has made it successfully onto the iPhone, thanks to the team at Chillingo.

iPingpong is a lot of fun and infuriatingly addictive. You move your bat using a finger, and can, with practice, do everything from super-powerful smashes to devastatingly tricky swerve shots. In Tournament mode you can fight your way up the rankings to become king of pong. For 59p this game is a must for anyone with a competitive sporting streak.



Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★

Value
★★★★★

Overall Rating ★★★★★

Price: £2.39/\$3.99 Developer: Stephane Portha

Ace Tennis Online

Serve, tilt and volley



Ah, tennis. The game of kings. And now you can play it on your iPhone. We weren't really expecting a great deal from this game as tennis simulations are pretty hit and miss on consoles, but as it turns out, the controls are intuitive and it's a lot of fun. Use your thumbs to move your player left and right, and then dictate the movement of your shot using the accelerometer. Left and right tilts do as you would expect, and forward and back tilts can throw lobbs and drop shots into the equation too. Graphically *Ace Tennis Online* isn't as advanced as many other games we've played, but what it lacks in polish it makes up for in decent gameplay and manages to put the accelerometer to good use. You can also compete with players all over the world, and it only takes a few seconds to find an online opponent to test your skills against.

Ratings

Longevity
★★★★★

Fun Factor
★★★★★

Controls
★★★★★

Value for money
★★★★★

Overall Rating ★★★★★



The graphics aren't massively advanced, but that's not important when you're prowling the baseline...





Price: £0.59/\$0.99 Developer: Freeverse

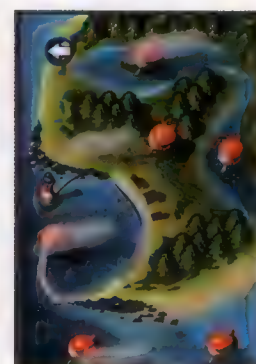
Flick Fishing

Enjoy the tranquillity of fishing without leaving your house



The fact that Freeverse even considered creating a fishing game for the iPhone is a real testament to the versatility of the device. In this well-made game you use the

accelerometer to cast a line into the sea or a lake and then, when you get a bite, you reel your fish in. Not only can you play for a bit of fun, you can also enter tournaments and fish in the toughest of conditions. The controls are very simple, making this a great game to pick up any time. You run your finger around a virtual spool to reel in your fish and can cast as many times as you want to get the ultimate spot on the water. You can even change bait to try to coax the fish onto your hook. For just 59p, *Flick Fishing* represents fantastic value coupled with incredible playability. A really fun app, especially for those with fond memories of *Sega Bass Fishing* on the Dreamcast.



Ratings

Longevity
★★★★

Fun Factor
★★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★

Price: £2.99/\$4.99 Developer: Big Head Games Ltd

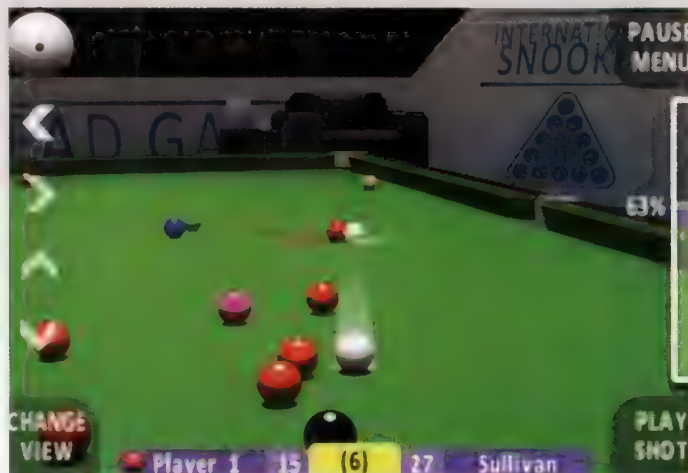
International Snooker

Can you make a 147 break?



As much as we like playing pool, it's just not quite as sophisticated as snooker, so we were very pleased to download *International Snooker* and get working on a 147 break. The

game is well built, has good graphics and is extremely enjoyable; the only drawback we've seen is that there is an occasional lag on the processing of ball movements, which can be quite annoying when lining up a crucial shot. Apart from that, the creator has thought of everything. You get an easy-to-read directional guide for cueing shots, you can adjust the power and spin easily, as well as your viewing angle. This is perhaps not a game to dip in and out of, but one that to which you can easily lose a good few hours as you try to win the championship.



It takes a huge amount of patience and skill to hit that elusive 147 break. Give it a go.



Ratings

Longevity
★★★★

Fun Factor
★★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



App Store Sports

Tiger Woods PGA Tour

Price: £2.39/\$4.99

Developer: EA Mobile

EA reinvents handheld gold with a simple stroke



■ Putting takes a fair while to master, so be sure to put plenty of practice in.

■ When the ball is in the air, you can add spin by rapidly swiping the screen. Genius.



Considering the competitiveness of golf, the lack of any multiplayer support on this first *Tiger Woods* game is a massive oversight. A pity, as this is otherwise the best golf sim on any handheld system.

In addition to featuring the usual impossibly high standards that all EA iPhone games effortlessly boast, *Tiger Woods* excels thanks to its sublime controls that allow you to adjust your stroke however you want. By simply stroking your finger in an up/down motion, you're able to pull off spectacular shots that would require all manner of button presses on the home console versions.

As well as the superb control method, *Tiger Woods* manages to excel thanks to its comprehensive tour mode, solid commentary and in-depth customisation. It's quite simply a sensational effort and it's only the glaring lack of any multiplayer modes that stop us from dishing out that coveted fifth star.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £5.99/\$9.99 Developer: EA Mobile

EA scores a touchdown with its latest iPhone release

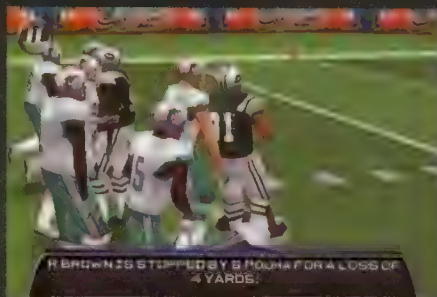
Madden NFL 10



■ Players are simply selected by tapping on them. It works like a charm and lets you make snap decisions extremely quickly.



■ Moves are all context-sensitive, allowing for staggering combos with very little effort.



■ Graphics and presentation are superb, enabling you to really get immersed in the action.



Now here's a good example of the old adage 'you get what you pay for'. *Madden NFL 10* is at the highest possible end for an iPhone title and yet we'd recommend it to even the most casual fans of the sport because it's just so damned good.

As with *Tiger Woods*, excellent use of the iPhone's interface has enabled EA to deliver an experience of *Madden* that's unmatched by any other system.

Plays are decided with a simple swipe of your finger, players are selected by just touching them, alternate runs can be created by simply tracing a new route out on screen, while players are controlled with a very responsive virtual stick.

It's a glorious system that's backed up by an excellent campaign mode, glorious presentation and truly stunning visuals. Let's just hope that the planned multiplayer arrives sooner rather than later, as this is otherwise perfect.

Ratings

Longevity

★★★★

Fun factor

★★★★★

Controls

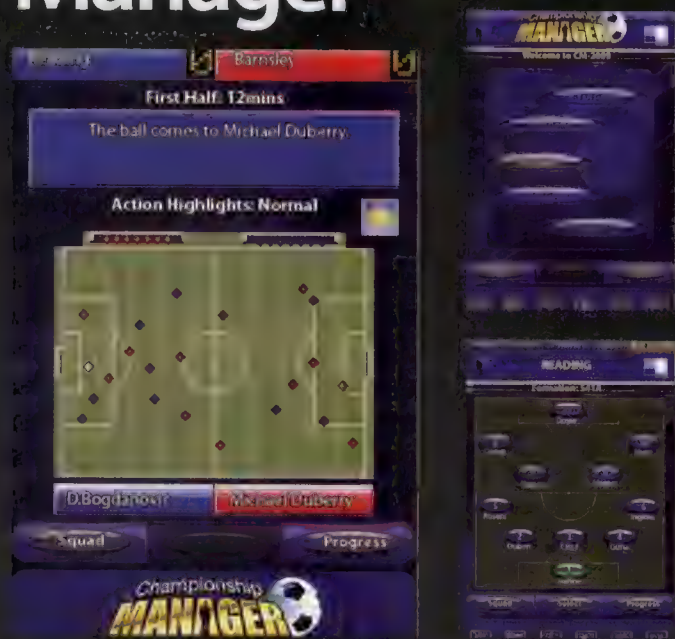
★★★★★

Value

★★★★

Overall Rating ★★★★★

Championship Manager



Price: £2.99/\$4.99 Developer: Eidos

Is this the ultimate football management app?



Championship Manager is the Rolls-Royce of management simulation games (the popular series has been running since 1992, originally just on the PC), and its appearance on the App Store caused a mixture of emotions. Excitement and fear. Excitement because we were desperate to play it, and fear because it's one of the most addictive games on the planet.

Eidos has done a good job of porting the desktop features over to the iPhone and not making the game feel too complicated. The game is well organised and easy to follow. You can make team selections, deal with the press, buy and sell players and even job-swap your way to the top. This game is pretty expensive and needs to have time invested in it, but if you like to have a game you can turn to time after time then this is the one. A quality app.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★

Value
★★★★★

Overall Rating ★★★★★

Price: £1.29/\$1.99 Developer: Gameloft

Let's Golf

Feeling under par? This incredible arcade-style 3D effort will have you pitching like a pro in no time



Gameplay is simple, effective and addictive.



Let's Golf looks like a teeny-bopper golf game with its cutesy characters and slick graphics. For the first ten minutes or so of play, we were left unimpressed. And then, persevering, we started to get a little better at hitting the right marks on the golf swing. Next on our course (pardon the pun) to enlightenment, we started to factor in the wind and paid that little bit more attention to the positioning of each shot; lo and behold, we were on a death race to complete each course at each level before we knew it. And because *Let's Golf* is such a good game, we are still trying to attain top status, proving its longevity.

Each of the characters has their own attributes and as you complete competitions, you can pick up items that enhance different elements of your game. The courses get harder and harder as you go on, and each different level setting means that you need to fine-tune your technique. The icing on the cake is a Wi-Fi multiplayer option.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



The graphics are quirky and fun.



Price: £0.59/\$0.99 Developer: Battery Acid Games

Streetball

A quirky sports app that's great to play



This is actually the first basketball game we have played on the iPhone, and we really didn't have very high expectations, but we have to admit that we were pleasantly surprised with *Streetball*. The game doesn't have the slick graphics that you get from one of the big development houses; instead, it has got an urban cool vibe, and this really adds to the way that the gameplay works. You have a directional pad for your left thumb and a pass-and-shoot button for your right. You then have to just drain as many baskets as you can and defend your own basket as best you can. There are three gameplay modes that include the old favourite HORSE as well as two-on-two. There are different characters to play as, each with their own skill levels. *Streetball* is a super little game, and it works all the more for being quirky and cool. Definitely worth a download.

Ratings

Longevity
★★★★

Fun factor
★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



Get your pedal to the metal in a Ferrari.



Price: £1.19/\$1.99 Developer: Gameloft

Ferrari GT: Evolution

A truly brilliant racing game



As this release is an officially licensed game and has the full blessing of Ferrari, we had extremely high hopes for it. And we weren't to be disappointed. This is without doubt one of the slickest, most realistic racing games available from the App Store. You get to drive Ferraris, of course, and you can then choose to play in a Quick Arcade mode or opt for the more satisfying Career mode where you take a lesser Ferrari and accumulate victories to earn enough money to afford better vehicles. Controls are pretty standard: you use the accelerometer to turn left and right, while on screen there is an accelerator and a brake pedal. The physics used are very realistic and the feeling of speed is exceptional. The graphics are also really good and it's this finishing touch that makes this a stand-out favourite.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★

Value
★★★★

Overall Rating ★★★★★

Price: £2.39/\$3.99 Developer: Digital Smoke LLC

10 Pin Shuffle

An odd twist on an old-fashioned classic



Considering how popular ten-pin bowling is, it's odd how few apps are available for the iPhone. Even so,

Digital Smoke has still seen fit to come up with a twist on the age-old formula, deciding shuffleboard is the future. You have the choice of trying your hand at that or the standard ten-pin game. The only difference is you'll be using a shuffleboard to try to get a strike. Bizarrely enough it works quite well, mostly due to how responsive the touch screen is. If you were asked to control an actual ball, things may have proved a little problematic. Add in Wi-Fi multiplayer and you've got yourself quite the app.



Ratings

Longevity

★★★

Fun factor

★★★

Controls

★★★

Value

★★★

Overall Rating ★★★

Price: £1.19/\$1.99 Developer: Brainjuice

Arcade Hockey

It's just like being back in school



The simplest ideas are always the best. Even individuals who have only played air hockey once will be aware of

what the basics entail, but we suspect everyone who downloads *Arcade Hockey* will be taken aback by how addictive it is. Following the simplest of templates, Brainjuice's game asks you to take your finger, place it over the paddle and smash a puck towards the goal. It requires nothing more than knowing the fundamentals of flicking and yet is still straightforward, uncomplicated, ridiculous fun.



Simple it may be, but the instantly gratifying gameplay more than makes up for it.



Ratings

Longevity

★★

Fun factor

★★★★

Controls

★★★

Value

★★★

Overall Rating ★★★



Get on your dirtbike and do some insanely high jumps on the bumpy courses.

Price: £4.99/\$7.99 Developer: 2XL Games Inc

2XL Supercross

Spurt mud over your touch screen – it's fun



One of the things that makes the App Store so appealing to consumers is the inclusion of Lite games to whet the app-etite (sorry). Lite games are free and give us the chance to test an app before we make a purchase. In most cases the inclusion of a Lite version of an app means that the developer has confidence in his/her product and as a result they are happy to give a little piece away for free (there's no smash-and-grab \$9p for rubbish). In the case of *2XL Supercross*, the Lite version completely sucks you into a world of motorbikes and jumps and practically extracts the money off your credit card for the full version. The graphics are stunning and the gameplay is very realistic for a mobile device. Getting used to the controls can take some time as the realism means you can't just hold down the accelerator and power through the tracks – you have to take real physics into consideration and brake accordingly. You really get a sense of just how much air these bikes get when you play and if you really get into it, like us, you'll find yourself bracing for every impact you make as you come flying down from an insane jump. A great game.

Ratings

Longevity

★★★

Fun factor

★★★★

Controls

★★★

Value

★★★★

Overall Rating ★★★★★

Strategy Games

Sometimes the best fun is the kind you have to plan, and that's certainly always been the case with strategy games, the most thoughtful of genres. Here are some of the iPhone's best...





The iPhone is quickly becoming a home for iconic videogames, something emphasised by the addition of *Worms*. Already inhabiting almost every gaming device on the planet, its popularity is astounding. Who could have imagined that such a simple game from 1995 would remain relevant for so long, but that's exactly what Team17's strategy title has done. From the off it seems sensible that the formula would fit the iPhone almost perfectly. The tactical, slow-paced gameplay seems ideal for a gadget that prides itself on its touch screen. You'd have thought that being able to move your worm and select their weapon loadout

using just your finger would make for the smoothest version yet. Sadly this doesn't prove to quite be the case but there is no question that the classic is still a good game on the iPhone. And it's with titles like this, particularly the more famous strategy releases, that we're reminded just how big a part the iPhone has to play in enabling games that have fallen out of favour with home consoles to reach a new generation of gamer. Indeed, it's something the device is doing remarkably well and given just how iconic the phone itself has become, it would seem to be a perfect match of new and old, something we heartily welcome.

Price: £2.99/\$4.99 Developer: Team17

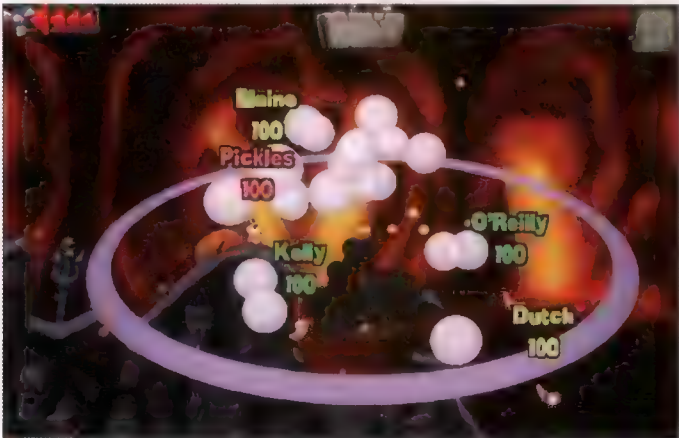
Worms

14 years of strategic joy



It came as no surprise to learn that *Worms* had landed on iPhone. Already inhabiting almost every gaming device on the planet, its popularity is astounding. Who could have imagined that such a simple game from 1995 would remain relevant for so long, but that's exactly what Team17's strategy title has done.

From the off it seems sensible that the formula would fit the iPhone almost perfectly. The tactical, slow-paced gameplay seems ideal for a gadget that prides itself on its touch screen. You'd have thought that being able to move your worm and select their weapon loadout using just your finger would make for the smoothest version yet. You'd be wrong. It's slightly clunky.



■ *Worms* is easily one of the nicest looking iPhone games, proving it's in the same league as any of its rival handhelds.



■ Although a treat for the eyes, it'll sap your phone's life in no time at all.

The biggest problem with *Worms* is that you're always wrestling with the controls. Pushing down on the screen to move your warrior isn't as comfortable as we would have hoped, and there's no satisfactory zoom in or zoom out function. Both needed to be far more dramatic to achieve the necessary effect. For a franchise that occasionally requires you to be quick on your toes, such obstacles don't make for a pleasant playthrough. And just to kick you one last time when you're down, the multiplayer options are shockingly inadequate. We defy anyone to argue that this isn't *Worms*' strongest suiter, but only offering a mode where you pass the iPhone around is unacceptable.

Of course, at the heart of it this is still *Worms*, which means those patient enough to get through such stumbling blocks will be in for a treat. Matches can be incredibly back and forth, putting everyone involved in a state of panic, and the foundations of the game still seem prepped to fight against Father Time.

Team17 has also done a wonderful job in terms of presentation. Its premier series looks absolutely phenomenal, even going to the lengths of pushing the iPhone too hard. Thankfully there's an option to reduce performance, meaning those not lucky enough to have a 3GS will be spared a horrific frame rate.

If you've never sampled the delights of *Worms* – and we can't imagine there are many of you out there – this edition will blow you away. Mind you, anyone who has is probably better off sticking to what they already know.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★☆☆	★★★☆☆

Overall Rating ★★★★★



■ As ever, the range of levels are both engaging and entertaining, proving Team17 hasn't lost its edge.



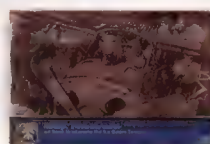
Price: £4.99/\$7.99 Developer: Hudson

Bomberman Touch

A classic explodes on to iPhone



If you haven't heard of *Bomberman*, then you seriously need to get with it. This game has been around since 1985 and has appeared on almost every console imaginable. Your objective as Bomberman is simple: use your bomb-laying skills to negotiate levels, destroying rocks and enemies as you go. Sadly, the iPhone version is single-player only, and as long-time *Bomberman* fans will know, the multiplayer mayhem is what it's all about, as you enjoy endless fun incinerating your friends. Despite this pretty major flaw, the gameplay is easy, the levels are fun and the graphics are good. It's just a shame that this could have been so much better. Let's hope Hudson finds a way to get a multiplayer option into this classic game so we can all get together and bomb the bejesus out of each other. A reasonable first effort for porting *Bomberman* to iPhone, but there's a long way to go before this game reaches the sublime quality of GameCube's *Bomberman Generation*.



■ This cult classic provides hours of addictive gameplay and is a good first effort for an iPhone port.

Ratings

Longevity

★ ★ ★

Fun factor

★ ★ ★

Controls

★ ★ ★

Value

★ ★ ★

Overall Rating ★ ★ ★ ★ ★

Spore



■ Based on the highly successful PC game, *Spore* is right at home on iPhone.

Price: £5.99/\$4.99 Developer: Electronic Arts

It's your chance to play God, but don't worry, it's easy...



Cute, entertaining, slick and engaging are just a few words to describe the lite version of Electronic Arts' *Spore* on iPhone. While you don't get to see your hand-crafted creature make it out of the primordial ooze, you'll still have a great time evolving it as you accrue more points, enabling you to add teeth, fins, and so on. Control is primarily via the accelerometer, with tilting enabling you to move your Spore around and eat or avoid others. When evolving your beast, you can use gestures to squeeze and pinch the creature into shape, and drag new items into its evolutionary arsenal. The promise of new upgrades and the chance to turn from hunted to hunter are more than enough reasons to come back to this game time and time again.

Ratings

Longevity

★ ★ ★ ★

Fun Factor

★ ★ ★ ★

Controls

★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★

Price: \$4.99/£2.99 Developer: Chillingo

Orions: Legends Of Wizards

A strange but effective take on role-play and Top Trumps



This game is quite a departure from many games available on the App Store. It's a strategy title where you use cards with different properties to defeat the cards used by your opponent. Each set of cards has different powers and values, and as you drag them into play they can be used to take points from the cards your enemy lays down. The ultimate aim of the game is to defeat everyone in your path and conquer different realms. It's not for everyone and can be tough to learn, but if you want to be the ultimate warrior in the realm then this is the game for you.



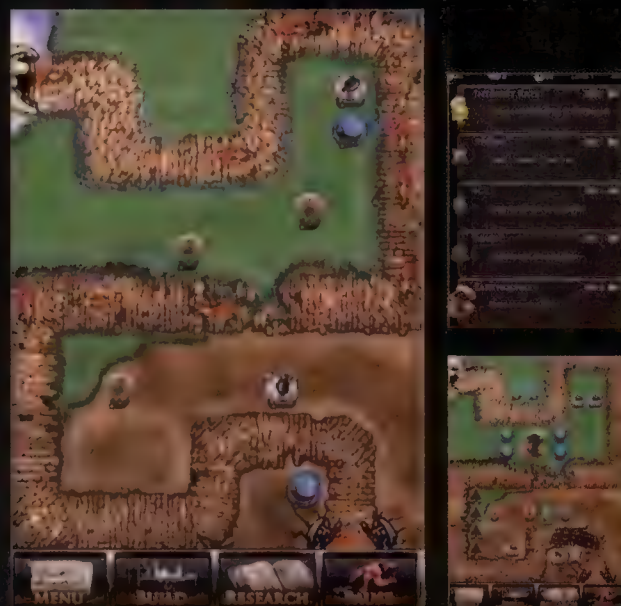
A great-looking game with cool graphics.



Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★	★★★★

Overall Rating ★★★★★



Price: Free Developer: Tapjoy.com

Tap Defense

Classic tower defence comes to iPhone free of charge



This is one of the best free games on the App Store without a shadow of doubt. Well made, expansive and incredibly engaging, this is another game in the siege genre and sees you battling all manner of fantasy beasts. Using the familiar top-down view, you have to put up defences along the path that the enemy treads. There are several game modes and environment options, and the range of weapons you can use to defeat your foes is extremely cool indeed. As you would expect, the levels start off easy and then quickly become more frantic. Unusually, we really enjoyed the sounds in this game. The music was fitting and the sound effects equally so. We highly recommend this application and encourage all developers of free apps to follow in its footsteps and develop to a high standard. A brilliant game that you'll really enjoy attempting to complete.

Ratings

Longevity	Fun Factor	Controls	Value
★★★★★	★★★★★	★★★	★★★★★

Overall Rating ★★★★★



Yet another sumptuously designed iPhone application.



Price: \$0.99/£0.59 Developer: Chillingo

Knights Onrush

Flex your fingers and protect your castle



The siege genre – in which you must protect a base and then use a host of weapons to stop oncoming foes – has flourished on iPhone. In *Knights Onrush*, you live in the realm of the knights and have a castle to protect. You have a two-dimensional view, your enemies run at your castle and you have to pick them off using a flick of the finger. You can fire them into the air, hang them from a post for a medieval dragon to eat, or place them in a pit of lava. As you progress through the levels, you have the option to buy more advanced defences and weapons. The graphics have a cool cartoon look and the sound effects are a lot of fun. The levels start off easy, but you'll soon be frantically flicking knights all over the place and cursing their sheer numbers. This game is a lot of fun and really makes you want to beat it. A great-quality app.

Ratings

Longevity
★★★

Fun factor
★★★★★

Controls
★★★

Value
★★★★★

Overall Rating ★★★★★

Price: \$0.99/£0.59 Developer: John E Hartzog

Stick Wars

The siege comes in stick format



Another game in the siege genre, *Stick Wars* has you doing battle with an oncoming army of stick men. At first they wield sticks and swords, but as levels progress they ride in on horses and then try and use drills to break your defences. As you successfully defend your perimeter wall through each level, you gain points and can strengthen your defences with extra wall protection. We love the fact that you can get a prison, create archers and even make bombs. The main area of defence remains your own quick fingers, though, as you have to flick your opponents out of the way as they charge. In the first few levels this is very simple, and as levels progress your fingers become more frantic. *Stick Wars* is very enjoyable game that can quickly become addictive. It's not as graphically superior as some of its rivals on the App Store, but that doesn't make it any less engaging.

Ratings

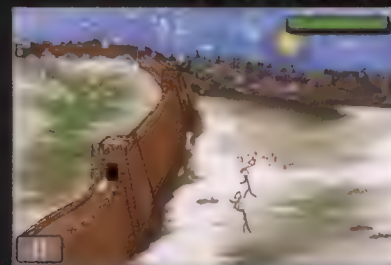
Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★

Value
★★★★★

Overall Rating ★★★★★



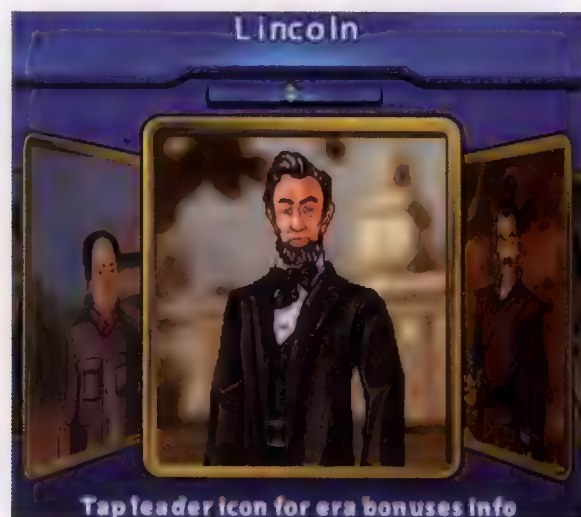
Be warned: there is a fair bit of gore involved.



Getting rid of the hoard is flicking simple.

Price: £1.99 Developer: Firaxis Games

Pit history's greatest empires against each other in a race for the stars



Civilization Revolution



Who would win in a fight? A Roman centurion or one of Genghis Khan's Mongol horde? It goes without saying, of course, that Alexander the Great would send Abraham Lincoln packing, but his alliance with Chairman Mao might throw a spanner in the works there.

Civilization Revolution is history how you wished it was back when you were at school.

Historically accurate it may not be, but *Civilization Revolution* comes from an esteemed line of historical strategy games in which you must take your great empire and turn it into the *greatest* empire. Build your capital and expand into the untamed wilderness, and when you inevitably cross paths with a rival faction, either ally with them for mutual benefit or subjugate them for yours alone, leading your people through the centuries as you advance science and build monuments, conquering the world as a fundamentalist despot or cultivating an intellectual paradise.

Despite these grandiose pretensions, when you boil it down *Civilization Revolution* is simply a strategy game, albeit one with more of an emphasis on diplomacy and development than all-out war. Still, it's perfectly possible to play that way if you prefer. Besides the disappointing omission of any multiplayer functionality, what you have on the iPhone is essentially an exact port of the acclaimed Nintendo DS version, adapted for the iPhone interface and designed so that you can drop in and out of the game as you do other phone-related things.

While it's not as smooth to zip around in as some of the 3D strategy games on Apple's device, on the whole it plays superbly.

"Alexander the Great would send Abraham Lincoln packing, but his alliance with Chairman Mao might throw a spanner in the works there"



■ Cities can be cogs in your war machine or world-renowned centres of enlightenment.

Actions are controlled by nice big icons that are easy to identify and press, and the tutorial should quickly get you on your feet and ready for world domination... if that's your style, that is.

The aforementioned lack of multiplayer is a shame, but what you have here is still the same game for relative pocket money, and with a full complement of instant-action historical scenarios to jump into if you don't fancy the slow build of the main game, *Civilization Revolution* is well worth the asking price.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



Price: £1.19/\$1.99 Developer: Low Five Game:

Earth Vs Moon

Space invaders meets missile command for slick, frustrating fun



Take three missile-launching satellites, smooth graphics, and a mission to protect the Earth from marauding aliens and you have *Earth Vs Moon* in a nutshell. Getting into the game is easy: simply tap the screen to launch a missile, or drag your finger to launch a multi-missile salvo. Things aren't as easy as they seem, however, as timing is required to detonate your missiles near to their targets. You will also find yourself with more enemies to deal with than missiles at certain points, so cunning tactics are required to knock out more than one invader with each shot. The Earth takes damage each time an alien breaks through your defence but you can clean things up by destroying the 'healing UFO' every 200,000 points. While levels can be frustrating, this is a game you'll turn to time and again for its addictive and often intense gameplay.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★

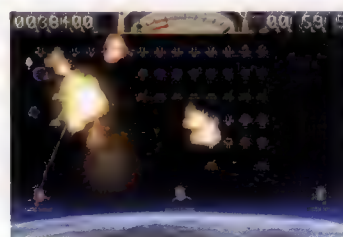
Value

★★★★

Overall Rating ★★★★★



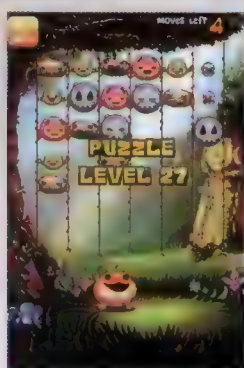
■ Time your shots accurately to take down the incoming aliens



■ Simply swipe your finger across the screen to launch a barrage of missiles.



■ Use Biggs's tongue to grab critters and feed them to others.



■ Fill your hunger bar to complete the levels by eating jewels.

Price: £1.19/\$1.99 Developer: Starwave Mobile

Critter Crunch

Colourful creature-feeding fun with a healthy dose of strategy



Taking its cues from the likes of *Tetris*, *Breakout*, and *Bubble Bobble*, *Critter Crunch* is a cute and colourful adventure that can be enjoyed by anyone who enjoys a little lighthearted strategy.

You control Biggs, a cheerful little so-and-so with a huge tongue who likes nothing more than to feed critters to other critters in order to receive rewards in the form of jewels when said critters burst. Eat enough jewels and you will clear the level – that's the basic rule. Of course, there's more to the game than simply that. With the lines, or in this case, vines of critters descending gradually throughout the level, it's a race against time to 'pop' all of them – using combos where possible – and pass the level before any of them hit the ground. Addictive, strategic, cartoon puzzle fun with a simple tap-and-slide interface to control the action.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★

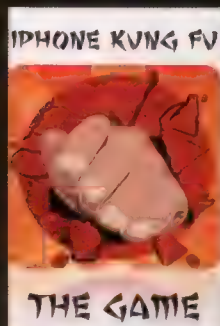
Value

★★★

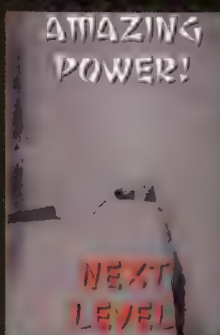
Overall Rating ★★★★★



■ Move your iPhone in a chopping action and look what you can achieve.



■ Go to iphonekungfu.com today for more.



Price: Free Developer: Imagine Publishing/Vladimir Kotman

iKungFu

Prepare for Kung Fu fighting!



The movies of Jackie Chan, Bruce Lee and other martial arts superstars have become something of a legend on the big screen. Now you can bring their legacy to a much smaller screen with iKungFu for iPhone. Deliciously simple yet devilishly frustrating, the app tests your chopping skills to the limit. It presents you with a number of surfaces including cork, wood, ice and brick, which you must smash through to become the iKungFu master. It's the breaking through the surfaces that's the true test, with the right combination of power and technique required to hear that satisfying smash. A great application for showing off to friends or competing against them – the only worry is making sure you hold on tightly to your iPhone while attempting to break your way through to the next level. More breakable levels will be released for iKungFu soon so the value can't be questioned.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★



■ Make use of the landscape to take down your foes.

■ Pick the perfect weapon to destroy your opponent.

Price: Free Developer: Blitwise Productions, LLC

Pocket Tanks

Indulge in some budget yet enjoyable classic tank action



The concept of tank-on-tank battles across a destructible landscape is nothing new in the gaming arena, but this quirky title has a lot of new tricks up its sleeve. While the graphics aren't much to write home about, the gameplay is as good as you will find in a turn-based war game and the weapon options on show make things even more enjoyable. The landscape plays a big role in the game, offering new ways to take down your enemies, like covering them in earth and, of course, blasting dirt out of the way to provide a clean shot at your adversary. To begin the game, both sides pick their weapons from a scrolling list before battle commences and the usual artillery annihilation begins. Setting the trajectory of your shots offers a slick scale display for you to run a finger across to find the right angle. *Pocket Tanks* provides battling brilliance for one or two players.

Ratings

Longevity
★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★★

Overall Rating ★★★★★



Land aircraft and drop off passengers to accumulate a high score.

Plan wisely to avoid delays at the airport.

Price: £0.59/\$0.99 Developer: Reflexive Entertainment

Airport Mania

A cute, airport-based strategy game with great longevity



SALE!

There was once a time on the App Store when *Flight Control* was king of the 'land the planes' games. Then *Airport Mania* arrived on the scene with a different spin on the air-traffic-control puzzler. Rather than simply landing aircraft, *Airport Mania* takes things to the next level and brings the airport into play. By tapping on incoming aircraft and designating them first a runway and then a terminal, you must ensure that passengers are delivered to their destination and others are flown away safely. As things begin to get a little busier at the many airports you'll be visiting, you will also need to park aircraft until terminals become available, and as your skills improve you will also be able to buy upgrades to the airport to help you along. Patience and a cool head are required if you really want to score highly in *Airport Mania*.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★

Value
★★★★

Overall Rating ★★★★★



Improve your recipes to make more money and satisfy customers.

Price: £0.59/\$0.99 Developer: Electronic Arts Nederland BV

Lemonade Tycoon

If life gives you lemons, make lemonade. If it gives you an iPhone, play this



EA has brought some great simulations to iPhone – including *Sim City* and *The Sims* – but the classic *Lemonade Tycoon* is a real gem. Styled with retro pixel-art graphics and an easy-to-use push-button interface, the game is all about building the ultimate soft-drink empire. The manager of your own lemonade-vending franchise, you must buy in the stock and watch the cash roll in... or not, if you make the wrong purchasing decisions. As you develop your empire you can build more locations and upgrade your recipes in order to make more money. You are also involved in staff recruitment and advertising in order to ensure your lemonade business thrives. There are a number of game types to play depending on the time and dedication you have, but regardless of the option you choose, there's plenty of juice to squeeze from *Lemonade Tycoon*.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★

Trivia Games

So many questions, so little time. Trivia has always been a thrill, whether in the form of a pub quiz or in the form of a home console videogame. Now, though, it's the iPhone's turn...





What does calculus refer to in Latin? In *A Hitchhiker's Guide To The Galaxy* what is considered the most useful item in the universe? What is Gary Gygax known for? According to special relativity, if person A travels toward person B at the speed of light, and B travels toward A at half the speed of light, how fast does A think B is going? If you have two moles hydrogen and one mole oxygen, how many moles of water can you get? What novel was a satire of Leibniz's 'best of all worlds' philosophy? Thomas Edison electrocuted an elephant to show the danger of what? In Hemingway's *A Farewell To Arms*, what is the

main character's job? Some linguists believe there is a universal mental language among humans. What is this referred to as? What 18th century scientist discovered soda water? Name an epithet of Aphrodite. What is a 'red dog' also known as in American football? What Eighties arcade game had its original name altered so that would-be graffiti artists couldn't transform it into something offensive? Does a strong acid dissociate more easily than a weak acid? Who is the only person to win two Nobel prizes in physics? And if you want more of these questions, you best get downloading these wicked trivia games for the iPhone.



■ As expected, every round ends with your current score...



■ We were excited about the 'two-player battle' option but the lack of Wi-Fi is disappointing.



■ Although the odd interesting question pops up, the majority are a little lacklustre.

Price: £0.59/\$0.99 Developer: Zephyr Creative

Trivia Wars

The war is over before it's even begun



Trivia Wars should be a sure-fire hit. You'd be hard pushed to find someone who didn't like being challenged with multiple questions, and the addition of facing off against another opponent should surely seal the deal. Alas, this weak app fails to achieve either of these fairly straightforward requests.

Zephyr Creative's biggest mistake was with the range of questions included. Admittedly the game is cheap, but we expected some localised questions to offer a more worldly flavour. Instead, 50 per cent of everything thrown at you is likely to revolve around a similar subject. There's a serious lack of diversity: geography usually revolves around American states, whereas sport often defaults to baseball. And unless you have a solid knowledge of both you're unlikely to get any real amusement out of this. To its credit there are an impressive number of categories included, along with thousands of questions and the ability to buy more from the App Store.

By far the most disappointing aspect of *Trivia Wars* is the limited multiplayer. We expected to be treated to some epic Wi-Fi battles, allowing us to take on an opponent whenever and wherever, but instead *Trivia Wars* relies on Bluetooth – not the iPhone's biggest strength. This means that if you're desperate for a battle, you'll have to find someone else with the app ready and waiting on their phone. Convenient this isn't.

"Unless you have a solid knowledge of American states and baseball you're unlikely to get any real amusement out of Trivia Wars"

Just to make things worse, it's also shockingly slow. Rather than firing questions at you, increasing the excitement and pressure, it's a painful slog that often frustrates. The pace of each game leaves you feeling irritated as a lot of your time is spent tapping the screen, hoping proceedings will quicken.

Like all quiz games, the entertainment comes from how successfully a player is challenged, and *Trivia Wars* is definitely hit and miss. Nevertheless, if you believe you have a remarkable knack for general knowledge then this may well keep you partly amused. However, if we were you, we'd save up those pennies and opt for something with a little more oomph.

Ratings

Longevity
★★★

Fun factor
★★★

Controls
★★★

Value
★★★

Overall Rating ★★★★★



Shake And Ask

Price: Free Developer: Caluliber S.R.L

It doesn't get much simpler than this Magic 8-ball clone



Have you ever needed to make a decision or have a question answered but been caught short without a coin to flip or a person to ask? If you answered 'yes' to that question then let *Shake And Ask* answer the rest for you. Just like the Magic 8-balls we all had as kids, which uncannily gave responses to yes or no questions, *Shake And Ask* offers the same entertainment, albeit for a short period. A strange collection of answers – in our experience mostly negative – are offered once you touch the screen, turn the iPhone upside down and shake it. We don't want to bash free apps too much and this one is a bit of fun, but it's also rather pointless beyond a couple of initial attempts. We even discovered spelling errors in some of *Shake And Ask's* responses, which, if we were the superstitious type, might have shaken our faith in randomly generated answers.

Ratings

Longevity

★ ★ ★ ★ ★

Fun factor

★ ★ ★ ★ ★

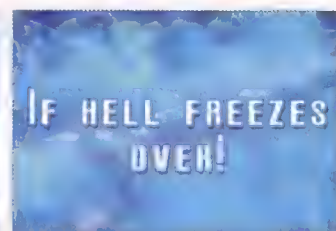
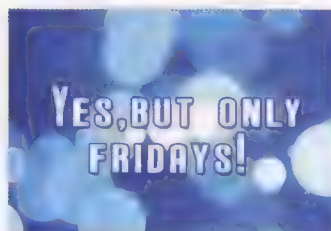
Controls

★ ★ ★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★



■ Turn your iPhone upside down, ask a question and shake for an answer

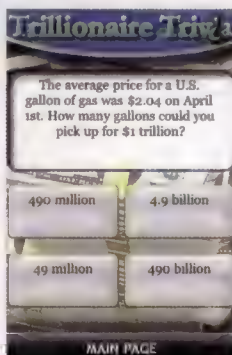
■ You get what you pay for with this free so-called 'magic' app.

Price: £0.59/\$0.99 Developer: Jacobs Media

Trillionaire Trivia



■ Answers in trillions but what exactly is the point?



■ If you want to know more about how much \$1 trillion is then this is the app for you, ya big weirdo.

A trivia game that isn't likely to make its developers anywhere near a trillion



Of all the strange concepts for iPhone quiz games, this has to be one of the weirdest of all. *Trillionaire Trivia* (we really should have seen this coming) is a quiz game in which every answer is related to \$1 trillion. For example, if Tom Cruise makes \$25 million per movie, how many movies would he have to make in order to earn \$1 trillion? It's a fair enough question to ask, but as you continue through what seems like a trillion tedious questions, the fun is drained from the app. One bonus is that it will give you a more rounded idea of how much \$1 trillion actually amounts to, but to be brutally honest, we can think of a trillion things we'd rather spend our money on.

Ratings

Longevity

★ ★ ★ ★ ★

Fun factor

★ ★ ★ ★ ★

Controls

★ ★ ★ ★ ★

Value

★ ★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★

Price: £2.99/\$4.99 Developer: Gameloft

The Oregon Trail

Nothing ahead of me but open... dirt



Anyone who's played the excellent *Resident Evil* games will be familiar with survival-horror, but how about plain old survival? An updated port of the classic edutainment title, *The Oregon Trail* tasks you with guiding your family to the western frontier of the 1840s United States and a fresh start in the new territory of Oregon.

Despite the lessons in history and the pioneer experience, the game remains fun as a resource-management game. Do you buy faster oxen that will get you there before winter but consume your supplies faster? How about risking a slightly slower pace for a stronger wagon that will prove impervious to bandits? On the harder difficulties these can literally be life or death decisions as

you balance the safety of your family – and it's by no means a sure thing that they'll all make it to Oregon, with everything from broken legs and snake bites to dysentery and typhoid to contend with – with the need to make good time. It will take a few hours real-time to finish your journey, but multiple routes and decisions along the way ensure replay value.

Don't assume that it's dry or boring by any means, though. Between settlements, you can top up your food supplies by hunting in a top-down shooting game, fishing is handled in a similar way, and at certain points you can shave a few days off your trip by floating down a river, tilting the iPhone to dodge rocks. You can even make money by running errands for the historical figures you come across. Iconic characters like Abraham Lincoln aside, most will only really be familiar to American players, but a bit of a history lesson never hurt anyone.

Panning for gold is by far the best of all the mini-games. Looking down on the iPhone and shuffling it from side to side, using the accelerometer to sift through the dirt for chunks of the shiny stuff, actually feels like a very authentic approximation of the real thing. Clever stuff. Couple all this with Gameloft's beautiful artwork, which is brimming with personality, and you have quite a superb update of a little-known classic.



■ Seriously, bear attacks are the least of your worries on *The Oregon Trail*.



■ Each leg of the journey has a distinct appearance, depending on the terrain and the time of year.

Ratings			
Longevity	Fun factor	Controls	Value
★★★	★★★★	★★★★	★★★

Overall Rating ★★★★★



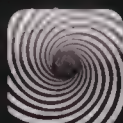
■ Shooting is fun enough, but there are better mini-games in *The Oregon Trail*.



Price: Free Developer: www.chris-fotware.com

Spiral Hypno

Self hypnosis, for free



Now, we have no idea whether or not self-hypnotism is actually possible, and even if it were it might not be the best idea. However, *Spiral Hypno* is quite possibly the most simple game you'll find on the App Store. As you can see from the rather pointless three screenshots below, it's a hypnotic spiral that spins in a never-ending loop. Three buttons at the bottom of the screen enable you to reverse the spiral, speed it up and slow it down. And that really is it.

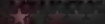
Admittedly it's fairly entertaining for a few seconds, but after staring into the spinning spiral for a short while, you're likely to start feeling nauseous. Perhaps if you stare into it for any longer you'll imagine yourself to be a kangaroo, or perhaps lose your terror of heights. We'll leave you to decide whether or not you want to try out this free game. Right now we have some eggs to lay, and an overwhelming desire to peck at some seeds...

Ratings

Longevity



Fun factor



Controls



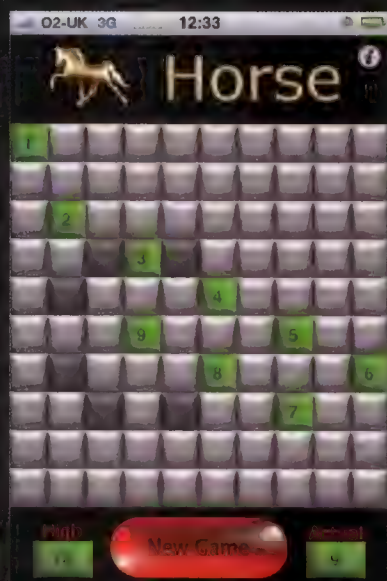
Value



Overall Rating ★★



■ The spinning, will it ever end? Clearly not.



■ Our early attempt at beating the game.

Price: £0.59/\$0.99 Developer: Carmat

Horse

An addictive puzzle game with a limited lifespan



Here's a game that's perfectly suited for touch-screen controls. The rules are simple in practice but difficult to explain. When the game is opened you're presented with a grid of 100 squares.

Choose any square by tapping on it and the square will turn green and a pattern of grey squares will appear around it. Tap one of the grey squares to continue the game. Try to finish the game by arriving at a high score of 100.

It's actually deceptively tricky, but at the same time it's also completely addictive. *Horse* is the type of game that requires planning and tactics, and until you've reached the high score you'll be itching to figure it out.

The trouble is, once you've mastered the game you're unlikely to load it back up for another attempt. And there are no multiplayer options or alternative boards to keep you coming back. Still, for the asking price it's a bargain.

Ratings

Longevity



Fun factor



Controls



Value



Overall Rating ★★★

Realtor

Price: £0.59/\$0.99 Developer: Bubbler Media

A faster, safer and more entertaining way to trade property



■ Earn enough money in a set time to complete the level.

■ Buying houses has never been less risky or more fun.



As we recover from a global recession, it's hard to gauge the value of real estate. *Realtor* mimics reality by providing you with the opportunity to buy and sell property as prices rise and dip... at an alarming rate. You are a realtor who needs to make a set amount of money from buying and selling houses. Prices rise quickly and drop just as fast so you need to make sure you get in and out at the right time. Graphically, the game is fairly simple, but the fast-paced buying and selling action makes up for this shortcoming as do some useful sound effects that alert you to your decisions. Watch out for the red arrows that indicate a property is decreasing in value, so you can sell off your investment and hopefully make a tidy profit. Speed is the key in this game as well as tackling multiple transactions at once in order to ensure you hit your financial target before the time runs out.

Ratings

Longevity

★★★☆☆

Fun factor

★★★★☆

Controls

★★★★★

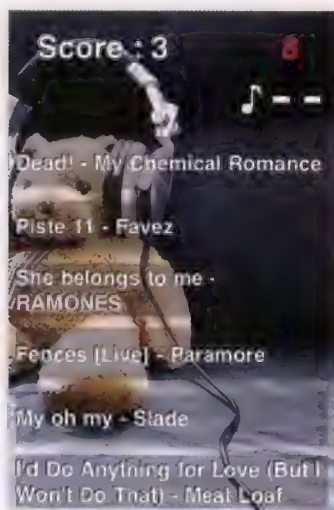
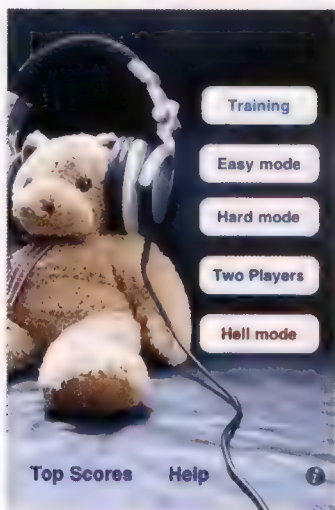
Value

★★★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: Slecorne

How well do you know your own music library? This app will let you know Name That Song



■ Select from the available difficulty levels or challenge a friend.



Click-wheel iPods still contain a game very similar to this one for free so it's a little galling to fork out money for the same thing on iPod Touch and iPhone. That bugbear aside, *Name That Song* is a decent variant on the genre for the touch-screen generation. With three difficulty levels as well as a two-player option, the game plays tracks found in your music library and offers you multiple choice answers scored by how quickly you name the right song. Drawing track information from your device personalises the quiz, but it does have its drawbacks. For example, if you have incorrectly named or unnamed tracks in your library, the available answers won't make much sense. The game cannot differentiate between spoken word and music tracks either making things a little more confusing. For the price, this game doesn't offer as much as we thought it might, but if you're confident you have a tidy music collection you may well find some value here.

Ratings

Longevity

★★★★★

Fun factor

★★★★☆

Controls

★★★★★

Value

★★★☆☆

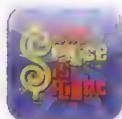
Overall Rating ★★★★★



Price: £2.99/\$4.99 Developer: Ludia

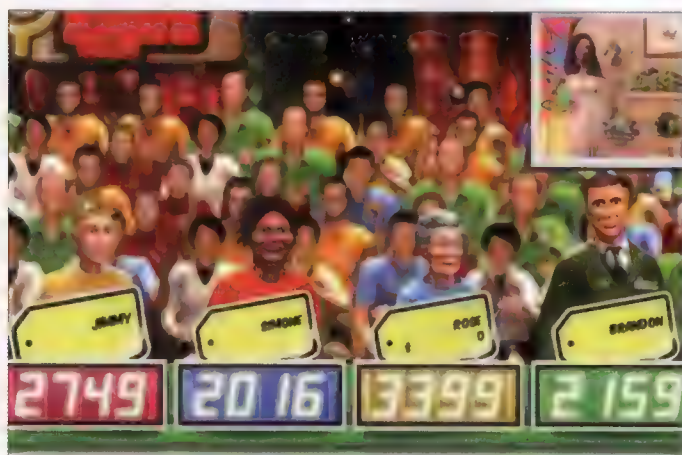
The Price Is Right

Contestant number one... come on down!

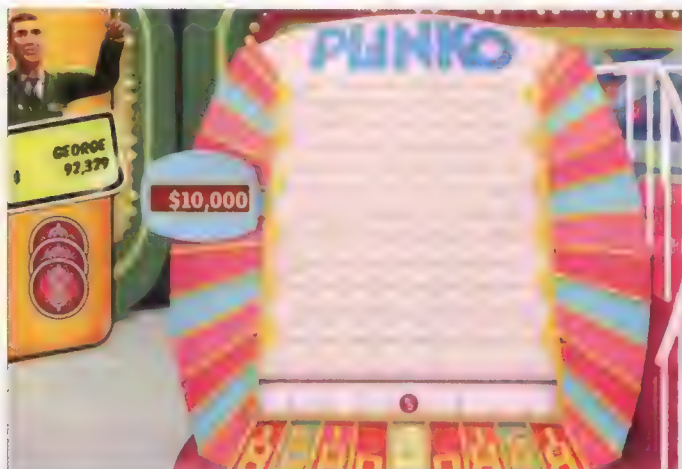


Unlike more standard videogames consoles, the iPhone and App Store benefit from being able to offer a more diverse range of products. Rather than just put out the usual humdrum stuff, you get more quirky entries, like *The Price Is Right*. Why anyone would want to re-create the popular game show (presented by Bruce Forsyth in the United Kingdom) we don't know, but if you do fit this category you may be surprised at what greets you.

Every aspect – from the mini-games you'll be playing to the presentation – is near identical to what was seen on television making this, peculiarly, the ultimate in fan service. There's a fair



■ The contestants all look strange, especially Rose, who seems constantly perplexed.



■ *The Price Is Right*'s longevity comes from its mini-games, such as Plinko.

amount here too: as well as participating in the classic Contestant's Row, where you have to guess how much a certain item costs, you get to play 16 pricing games including Plinko, Cliff Hangers and Punch-A-Bunch. Obviously playing by yourself would lack the competitive edge of the show, so Ludia has also correctly included a four-player option. It lacks any real test as you can't win any real prizes, but find three friends who love a good contest and you're bound to be distracted for a little while.

Unfortunately, from a non-US standpoint, you may be a little disappointed with some of the products you're asked to price. There's a distinct American feel, and you may need quite a broad knowledge to realise that Chips Ahoy is a box of cookies. We're also a little dubious about how much it thinks things should cost. . .

So, while *The Price Is Right* is certainly fun, and a nice nostalgic trip for anyone who remembers watching it in their youth, there's not too much here to truly keep you going for a prolonged period. If it didn't have the name to carry it, we doubt it could justify the current asking price – there are better quiz games already out there, which are far cheaper. Of course, they carry with them the element of surprise so if you don't dare take the risk, this will still give you some kicks.

“Every aspect – from the mini-games you'll be playing to the presentation – is near identical to what was seen on TV making this, peculiarly, the ultimate in fan service”

Ratings

Longevity

★★★★☆

Fun factor

★★★★☆

Controls

★★★★☆

Value

★★★★☆

Overall Rating ★★★★★



■ The presentation is so in tune with the television product, we imagine anyone who loved the show will be pleased.



App Store

Trivia

Price: Free Developer: Trippert Inc

Bust-A-Myth

Bustin' makes you feel good



Is myth just a fancy word for false? Maybe. Is *Bust-A-Myth* just a fancy name for true or false? Definitely. Although that's not to say it isn't a good deal of fun to play. See, what Trippert understands, and what most

other developers seem to ignore, is that presentation goes along way when you're distributing a relatively basic app, or at least one that has loads of competition from very similar apps, as this does. The big, bold blues and energetic design of the display ensure the fun tone is set from the get go, so when you get tired of the myths (and you almost certainly will) you will at least do so with a smile on your face. As for the myths themselves, ... well, there isn't really much of a challenge as most are quite obvious but generally there is a good mixture of humour and trivia. It's limited, but for a free trivia app you could do a lot worse

Ratings

Longevity

★★★

Fun Factor

★★★

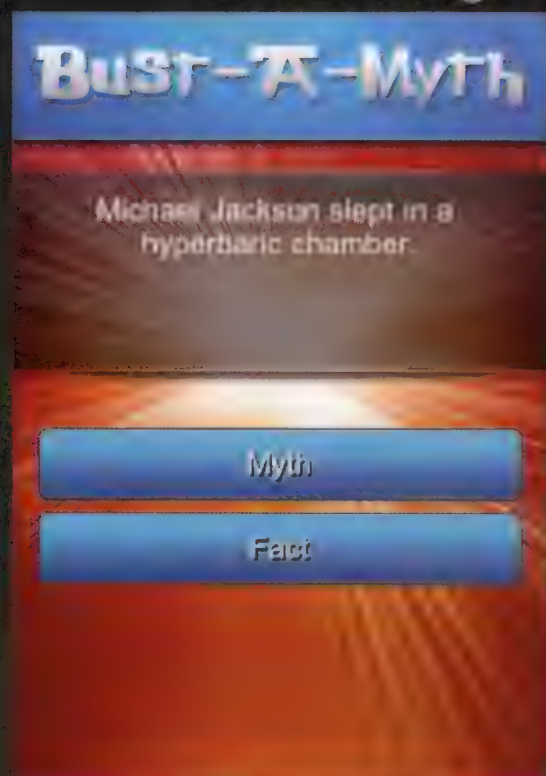
Controls

★★★

Value

★★★★

Overall Rating ★★★



■ It is as simple as it looks.

Price: Free Developer: Marty Weiner

Trivia Quest

Learn something new every day



What novel was a satire of Leibniz's "best of all possible worlds" philosophy? What is the genus of rats? Thomas Edison electrocuted an elephant to show the danger of what? In Hemingway's *A*

Farewell To Arms, what is the character's main job? In American football, what is a red dog also known as? These are just a small selection of the questions put forward by this neat little app, which has proved itself to be an addictive addition to the iPhone catalogue.

Aside from being a mere game, *Trivia Quest* also utilises Apple's push technology, giving users a daily trivia titbit at a programmed time. Some of the questions are also nicely supplemented by 'fun facts' that give users further details on a particular subject. It's touches like these that elevate *Trivia Quest* above the rest.

Ratings

Longevity

★★★★

Fun factor

★★★

Controls

★★★

Value

★★★★

Overall Rating ★★★★★



■ Test your general knowledge daily with iPhone's push technology.

■ Unfussy design gives *Trivia Quest* a basic appearance.

Price: £0.59/\$0.99 Developer: Frank Ramirez

Know Your Flags

Flying the flag for general knowledge



While it's a bit rough around the edges, *Know Your Flags* is a decent little trivia game that does exactly what it sets out to do. It gives you a country and a choice of six flags, and you tap the flag that belongs to the appropriate nation. Couldn't be simpler. Extra features include a learning mode that ramps up the difficulty as your knowledge improves and online leaderboards, where you can be humbled by the world's geography professors.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: GeoTeam Games

Pub Trivia

Like a real pub quiz, only without the shameless iPhone cheating



Unlike most iPhone trivia games, *Pub Trivia* is played completely online – iPod Touch owners should bear this in mind – against teams comprising players from all around the world. The questions are typical pub quiz fare with some more specialised ones that only the drunken know-it-all in the corner usually gets, and it's all presented as if the whole thing's happening there on the bar. A lack of players could hurt it, but on its own merits *Pub Trivia* is decent.



■ An iPhone would come in handy in a real pub quiz, not that we'd ever do that...

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★

Overall Rating ★★★★★

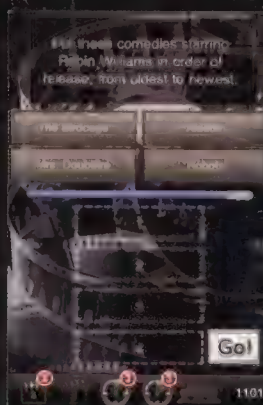
Trivia | App Store



Price: £1.19/\$1.99 Developer: Redwind Software

Movie Challenge

Not quite Oscar-worthy, but in the running for the Golden Globe



■ Questions like this make for a pleasant break from the more predictable formats.



Movie Challenge might not stand up to the multimedia might of Xbox 360's *Scene It?*

but the developer's done a bang-up job of creating a movie trivia game with a wide range of questions and plenty of variety in its question formats. The game features 5,500 questions across dozens of subjects and several play modes, as well as technology to minimise repeats, meaning there's plenty here to justify the very reasonable price.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: Free Developer: TechReply.com

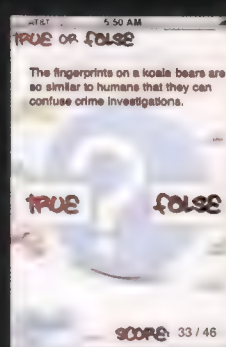
True Or False?

This game gets its own questions wrong



A trivia game lives and dies by its questions, and this one suffers two mortal blows in that department.

You'll quickly run out of challenge when you learn that if something sounds too ludicrous to be true it probably is, as if all the information was sourced from an episode of *Q!* Even worse, we spotted questions based on well-known apocryphal information that would surely spell a buzzer and a points deduction in the presence of Stephen Fry. Disappointing.



■ We're pretty sure we heard this one in primary school. Our aforementioned trick should tell you the answer.

Ratings

Longevity

★★★

Fun factor

★★★

Controls

★★★

Value

★★★

Overall Rating ★★

Word Games

Anagrams, wordsearches and the like have been with us for more years than we can count but now they're being revived on the device everybody's talking about...





Such is the ability of the iPhone, gaming isn't just limited to the single-player experience and nowhere else is this proving to be case more than in the word game genre. Indeed, you only need to look at what EA is doing with the legendary game of *Scrabble* to appreciate that. Much like you'd hope to expect from a handheld gaming device, every opportunity has been made to ensure all forms of multiplayer play are available. Rather than just focus on one and be done with it, it's possible to challenge a friend over a local network, Wi-Fi, and even through Facebook. Using notifications to let you know when it's

your turn, it almost steals the thunder from apps like *Words With Friends* by offering the same premise but with a whole lot more to boot. Being able to share the gaming experience so effectively and in so many ways is a truly wondrous thing, so much so that it could be argued that because of the efforts some developers are now making with Apple's technology, the iPhone is at the forefront of multiplayer gaming. Here's hoping everyone will follow companies like EA's lead soon and start showing the world just what the magic mobile can do. And while we wait, some neat little word games can keep us occupied.

Price: £2.99/\$4.99 Developer: Electronic Arts

Scrabble

When once a year at Christmas just isn't enough



Elsewhere in this handy guide to iPhone games you'll find a review of another popular game developed by EA known as *Boggle*. Despite heavy competition, the use of the official name and Electronic Arts' skill when it comes to making a product shine thanks to a sleek presentation and well-realised gameplay makes it a viable choice. With *Scrabble*, the same idea rings true.

Arguably, there are more clones of the veteran word-based game than any other available for iPhone and the licensed version manages to hang with every one of them. As you'd imagine, the touch interface works wonders, allowing flicking tiles around the screen to be done with ease. Of course, this is the case for nearly every *Scrabble* submission on the market. EA stands stronger than most where multiplayer is concerned.

Much like you'd expect from a handheld gaming device, every opportunity has been made to ensure all forms of multiplayer play are available. Rather than just focus on one and be done with it, it's possible to challenge a friend over a local network, Wi-Fi, and even through Facebook. Using notifications to let you know when it's your turn, it almost steals the thunder from apps like *Words With Friends* by offering the same premise but with a whole lot more to

boot. Obviously, independent iterations won't come with the same asking price but if you're willing to spend a bit more, this edition is, arguably, the best.

More evidence of this is clear when you discover how well-rounded EA's attempt is. Aspects such as the 'Teacher Feature' turn a frustrating game into an enjoyable one by showing what your best word choice would be while the in-game dictionary – a trait missing from 90 per cent of the competition – is an absolute treat. There's nothing worse than typing in a word only to be told it doesn't exist, making you rue the day you wasted money on an app that's causing nothing but aggravation. This simple addition ensures such rage is never apparent.

Although it would be easy to take a pop at this just because the developer is a big name, Electronic Arts has proved it has the knowhow to be as successful on iPhone as it is in other areas of the gaming stratosphere.

Ratings

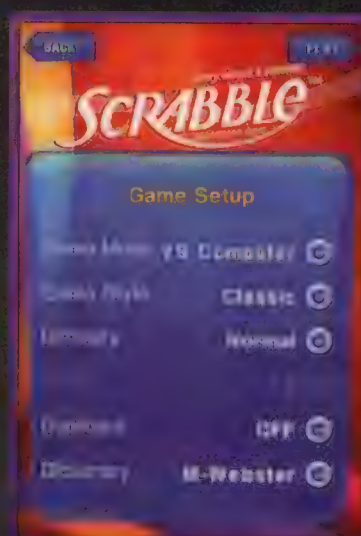
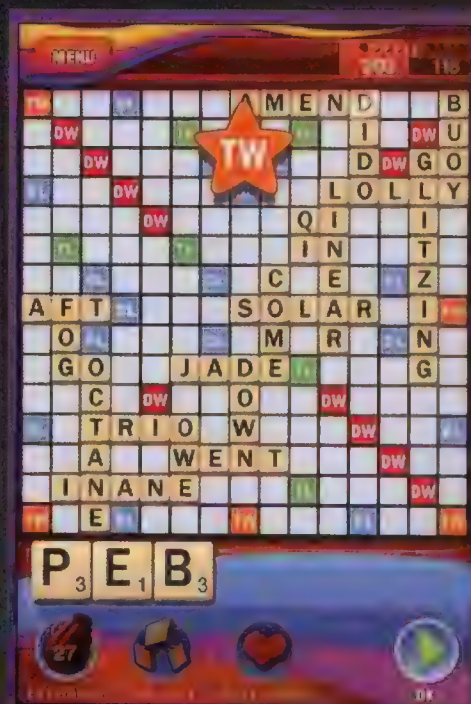
Longevity
★★★★

Fun factor
★★★★

Controls
★★★

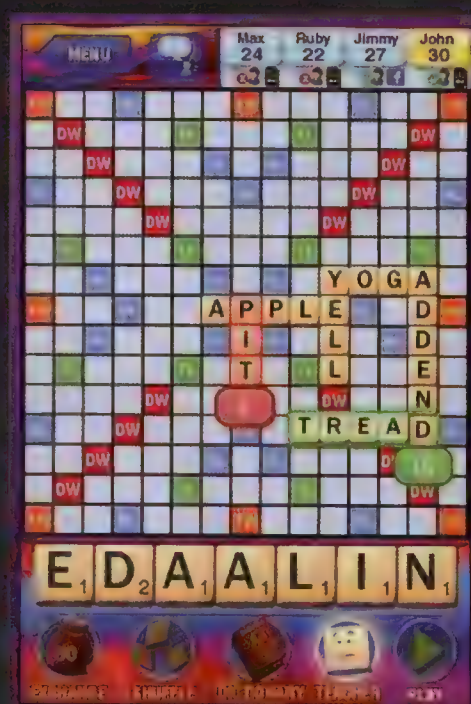
Value
★★★

Overall Rating ★★★★★



■ It's the game you know and love and it works just as well on the iPhone as it does on a board.

■ Scrabble's smartest feature is the ability to handle multiplayer in a multitude of ways.



Price: £1.19/\$1.99 Developer: Semi Secret Software

Wurdle

Prepare yourself for the world's most addictive app



This is a standout favourite of ours. Not only is it extremely easy to play, but it's also incredibly addictive. The aim of the game is to create as many words as you can in the allotted time by dragging your finger over the letters you want to make up the word. The only rule is that all of the letters must be connected. You can go up, down, diagonally and across yourself, so there are always huge possibilities for word creation. Once you've got the hang of it, you'll not only be trying to beat your own scores, but also your longest word. When it was announced that there would be third-party apps available on the iPhone we couldn't have dreamed they'd be as addictive as *Wurdle*. It's a wonderful example of integrating game formats that have been around for a long time into technologies that are breaking new ground. Our hat goes off to Semi Secret Software as our fingers become more and more worn down...

Ratings

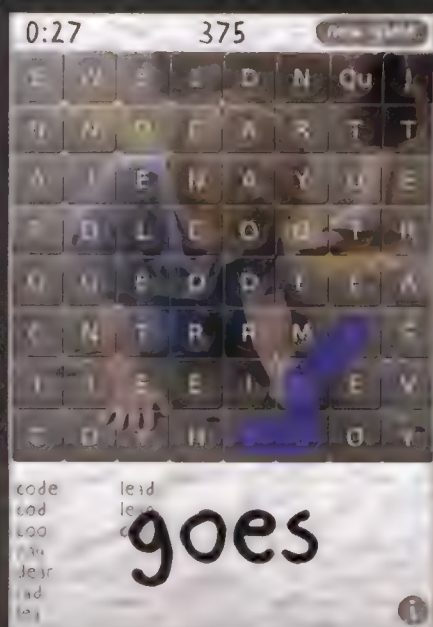
Longevity
★★★★★

Fun Factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



Fastest finger first. As well as lightning-fast reactions you'll need a massive vocabulary to hit the top scores.



The challenge is to find as many words as you can from just six letters.

Free Word Warp

Price: Free Developer: MobilityWare

Get those digits ready



Free Word Warp is another word game that requires you to find as many words as possible. Unlike *Wurdle*, however, you only have six letters to use. One of the combinations is always a six-letter word, which you must get to progress to the next level. If you get stuck you can hit the Warp button and have the letters mixed up again to help you get inspiration. But one of the flaws in this game is that if you hit the Warp button enough, it will eventually spell the six letter word. This means that if you're not getting it, you will just resort to tapping away at the Warp button rather than getting other words. This version is ad supported, but you can avoid the ads by paying \$9p for the unsupported app. This is a cool little game that again takes a much-used format and packages it in an accessible way. Our major criticism is that it's too tempting to keep hitting the Warp button until words form themselves, which takes the skill out of the game.

Ratings

Longevity
★★★★★

Fun Factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



The ability to freeze time provides the opportunity for a breather when the timer gets near the end and you're trying to eke out a few more points.

But you can't guess what the 'Double Score' bonus does...

Price: £0.59/\$0.99 Developer: ngmoco

WordFu

Everything is better with ninjas... even Boggle



Although there is now an official version of Boggle, it's iPhone developer extraordinaire ngmoco that has produced the definitive dice-based word game with this charming little puzzler. *WordFu* takes that format, throws in some neat twists, and themes it all in an old chopsocky kung-fu movie style, meaning stereotypically oriental music and plenty of Bruce Lee-style yelps as you play.

Fundamentally it is just Boggle – not that it's a bad thing – with high-scoring words netting bonuses that freeze the counter or double your score. It uses the iPhone's interface extremely well, letting you tap on dice, flick them to move them, and shake the whole phone to either shuffle them or submit a word, keeping the on-screen interface to a minimum.

Add integration with Facebook and Twitter for comparing scores or issuing challenges and you have the perfect game for quick rounds on the bus or between meetings. And *WordFu* is an absolute steal at only 59p.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

Price: £1.79/\$2.99 Developer: Gameblend Studios

WordJong

Possibly the most addictive game in the iPhone Store



The word genre is slowly becoming the finest the iPhone has to offer. Sure, Apple may be keen to throw around big numbers with regard to the App Store, but a selection that is truly worth playing revolves around the manipulation of words. *WordJong* is easily one of the best of the bunch. Presented with multiple tiles on screen, it's your job to get the highest score possible by putting letters together to form words. With its Mahjong twist, though, tiles only unvell themselves as you progress forward. The real appeal comes in the form of daily challenges. As you'd expect, a new puzzle is available every 24 hours, meaning not only do you have a huge back catalogue to attempt, but you'll also be kept entertained as the months go on. Throw in some skill-based rewards, a cast of zodiac characters with their own scores to beat and the always-nice leaderboards, and *WordJong* is one of the best games you can get for your iPhone.

Price: Free Developer: ByteClub LLC

Scramboni

An absolute must-have app



In theory, *Scramboni* should not be a good game. Asking nothing more than to solve anagrams, it gets its plaudits from putting a time limit and a wealth of opponents directly in front of you.

Requiring an internet connection, ByteClub's puzzler delivers an anagram, goading you into solving it quicker than anyone else in the room. The straightforward challenge, which is heightened by the constantly fluctuating difficulty, even manages to incorporate some RPG mechanics. As you improve and start to top the rankings, your score will increase, giving you access to harder puzzles and, naturally, a tougher class of opponent. It's the definition of one-more-go gameplay, getting inside your head and demanding yet more time. What's better than this is the fact that it's free. We would easily have paid the usual 59p going rate, but the decision to make this available to everyone at no cost not only makes it more appealing, but also boosts the community by some degree. A very impressive package.



It's always the simple games that hook you, and *WordLong* is near the top of the list.

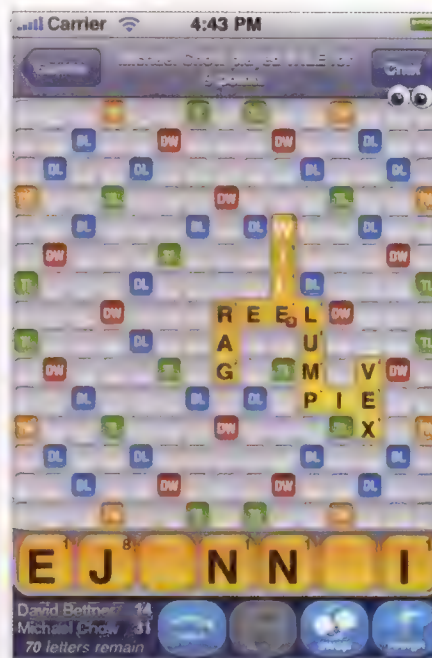
Ratings
 Longevity ★★★★★
 Fun factor ★★★★★
 Controls ★★★★★
 Value ★★★★★
Overall Rating ★★★★★



Much like an RPG, increasing your level will offer a harder contest and tougher players.

Although some words are ludicrously easy, as you progress the challenge increases.

Ratings
 Longevity ★★★★★
 Fun factor ★★★★★
 Controls ★★★★★
 Value ★★★★★
Overall Rating ★★★★★



There are no two ways about it – *Words With Friends* is a Scrabble clone.

As is necessary, the user interface is simple as can be.

Price: (i) Developer: (i)

Words With Friends

You'll never be lonely again

W⁴ Everything is better with friends... fact. Even a game that is nothing more than average can find a fan base if it encourages them to get their buddies involved. Luckily for *Words With Friends*, it gets things right on both levels. Although nothing more than Scrabble, Newtoy's insistence that you start matches with a real-life player is what makes it interesting. Allowing you to play with a buddy or against a random opponent, it operates like a game of chess done via email. Once you've taken your move, a notification is sent to your rival letting them know it's their turn. As it sounds, *Words With Friends* lives or dies by this incredibly simple premise, but the age-old addictive nature of Scrabble mixed with the desire to best a pal is more than enough to give this an entertaining edge. It can be frustrating waiting for a move to be made, but for anyone who wants a very casual experience, this is near perfect.

Ratings
 Longevity ★★★★★
 Fun factor ★★★★★
 Controls ★★★★★
 Value ★★★★★

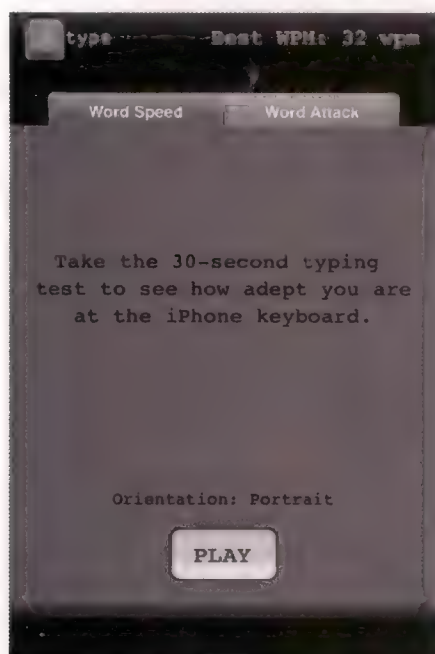
Overall Rating ★★★★★

Price: £2.99/\$4.99 Developer: PlayMesh

iType Racing

Get ready to become a master typist...

Some games will only work thanks to the iPhone's touch screen. We imagine if *iType Racing* was pitched anywhere else it would have fallen on deaf ears and probably met with a few chuckles. Challenging you with two peculiar games, it's one of those odd occasions when doing something pointless is almost compelling.



The first objective it throws at you is a standard 'Word Speed' test. Words will appear on the screen and it's up to you to type them in as fast as is humanly possible. Each round gives you 30 seconds to achieve your goal with the difficulty increasing as you progress.

The next, and easily the more interesting of the two, is 'Word Attack'.

■ Although *iType Racing* isn't much to look at, it's deceptively interesting.

As the title suggests, words come at you from all sides, aiming to hit your life bar. The only way to stop them is to type them correctly before they get a chance.

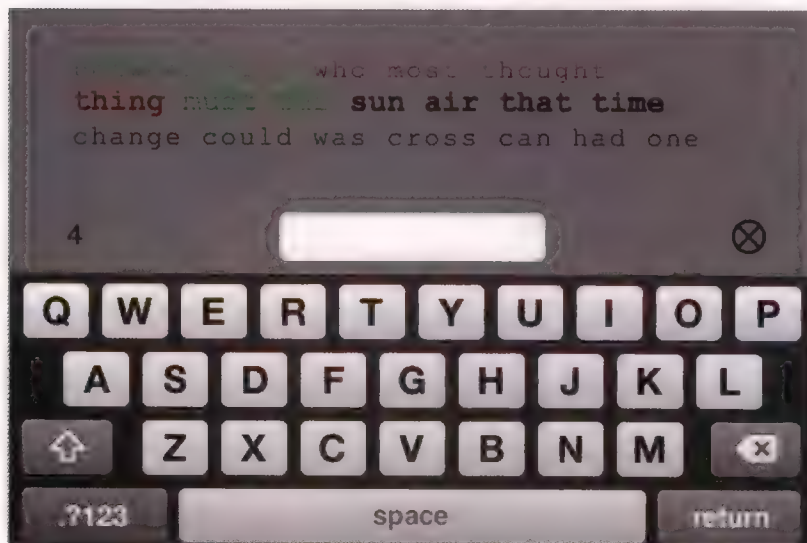
Both will eat up far more time than you would like with the only downside being the price. As well as both being extremely simple, the presentation is cheap and ugly, making the idea of paying the current going rate a tough sell. We guess the justification, from the developer's point of view, is that there is an after-effect to *iType Racing*. Anyone who does give in to its charms will, ultimately, become much better at using the iPhone's keyboard. Much like trying to better your words per minute on a computer is achieved by practising, the same goes here. You will be quite taken aback by how much speed you gain and if it's been a point of annoyance since you bought Apple's fancy mobile then this certainly is the app to change that. Again, though, you could just write a lot of text messages...

If you're rolling in money and fancy experiencing something a little different then *iType Racing* will surely oblige. For everyone else, though, that price point will be frustrating until PlayMesh sees the light and reduces it. If this happens and you find yourself at a loss, it's worth a flutter.

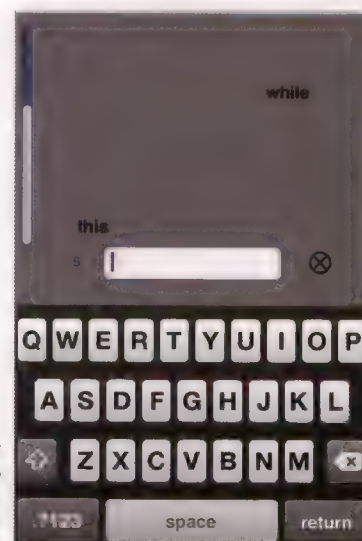
Ratings

Longevity	Fun factor	Controls	Value
★ ★ ★	★ ★ ★	★ ★	★ ★ ★

Overall Rating ★ ★ ★ ★ ★



■ Get a word right and it'll turn green. Make a mistake, however, and it'll turn the dreaded red.



■ In terms of longevity, *iType Racing* struggles to stay constantly entertaining.



Bookworm

Price: £1.79/\$2.99

Developer: PopCap Games

Say goodbye to your free time...



PopCap has got to be considered the specialist of the casual game market, having managed to develop a constant stream of hits. And *Bookworm* is up there with one of its best. Resembling Boggle just a tad, you join Lex the Bookworm to try and link letters up to build the most impressive words possible. The better you do, the better your score and just to add a sense of tension to proceedings, you have to be on a constant lookout for burning tiles – allowing these to get to the bottom will not help you in the slightest. Showing that it understands the market almost perfectly, PopCap has introduced a fantastic learning curve that makes *Bookworm* accessible to everyone. The standard game leads you in gently whereas the Against The Clock mode adds a heap of pressure that ups the ante considerably. Another fantastic entry from the master of the casual game.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

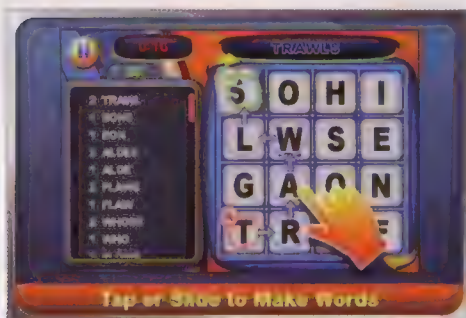
Overall Rating ★★★★★

■ Every aspect, from the gameplay to the visuals, is stellar and way above the iPhone norm.

Price: £1.79/\$2.99 Developer: Electronic Arts

Almost like playing the real thing

Boggle



■ It's Boggle in nearly every sense of the word, from the colour scheme to the 3D tiles.

■ Just to remind you all of what the iPhone is capable of, nearly every gimmick is put to good use.



Considering how many quirky offshoots of Boggle there are in the App Store, we really shouldn't like Electronic Arts' more basic version. After all, everything from the look and feel of it is identical to the actual game that disappoints youngsters every Christmas. Being from EA, though, it manages to thrive.

Boggle's biggest positive is, as already mentioned, how in-tune with the original idea it is – you even shake the iPhone to shuffle the three-dimensional cubes. Add in the three modes that guarantee to keep things interesting – even though they're all essentially the same – and it's easily as good as the best within the genre.

It's also nice to see EA being competitive with its prices. Before apps became the norm, the videogame giant couldn't be considered cheap. Now, it has nailed the execution and pricing, leaving it to continue its dominance on all of gaming.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

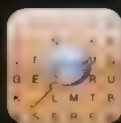
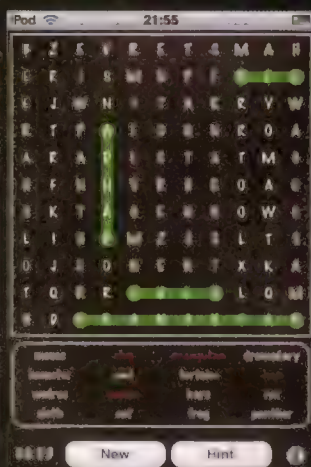
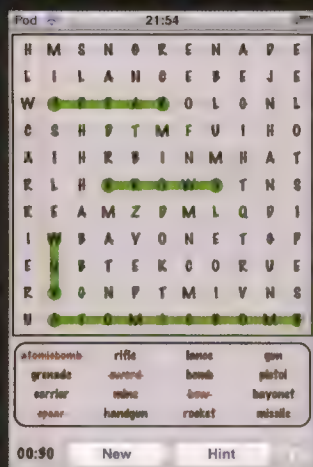


App Store | Word

Price: £0.59/\$0.99 Developer: Virtuesoft

WordSearch Unlimited

You'll never need to buy a puzzle book again



One of the iPhone's greatest strengths is its sheer versatility. You can check shelves are level, discover the name of the song you've just heard or even use it as a GPS (with the right apps of course). *WordSearch Unlimited* on the other hand turns your £150+ device into one of those essential puzzle books you always seem to end up with whenever you're on holiday. The difference being you'll never need to buy another again.

Virtuesoft's clever little app features a choice of background themes to play on, over 15 different subject matters and three different difficulty levels. The end result is a highly polished app that, like many score-based iPhone games, is let down by a proper online leaderboard. Unlike many of the board/pen-and-paper games covered in this book, all the hard work – creating the actual puzzles – has been done for you so you can just concentrate on having fun.



Ratings

Longevity
★★★

Fun factor
★★★

Controls
★★★★

Value
★★★

Overall Rating ★★★

Price: £0.59/\$0.99 Developer: Xtremize Software

If you only buy one hangman game...

Hangman



There's something sinister about the hanging man here.

Probably the best iPhone incarnation of the classic childhood game.



Hangman games are ten-a-penny on Apple's machine, so kudos to Xtremize Software for offering something a little different to the norm. While you could argue that the hangman mannequin is rather creepy to look at, plenty of options have been added to ensure that you'll never run out of words to find.

A selection of categories are available to choose from with different scores awarded depending on what you've chosen, it's possible to change the time limit in which you have to guess the solution and you can also upload your best scores to the online leaderboards. With over 39 thousand words to unravel and little touches like being able to shake your phone in order to view definitions, this is by far the most enjoyable variation of the classic paper-and-pen game we've discovered so far. The fact that it's available for just 59p makes it nothing short of a bargain.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

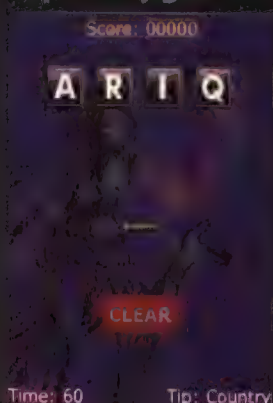
Value
★★★★

Overall Rating ★★★

Price: Free Developer: DS Effects

Anagrams

A rosy magpie manages horn defect log
[A perfectly good iPhone anagrams game]



Time: 60 Tip: Country
■ Anagrams won't win any prizes for visuals. In fact, it's pretty ugly.



Yet another barebones iPhone game that tells you practically all you need to know from its title alone. In case you somehow couldn't tell, this is an anagram game in which you sort jumbled words into their original form in as quick a time as possible, with only a simple hint at its nature to guide you. There are probably more fully featured and certainly prettier anagram games, but as a free distraction *Anagrams* will do just fine.

Ratings

Longevity ★★★ Fun factor ★★★ Controls ★★★ Value ★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: FahrSoft.com

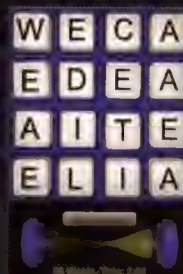
Foggle

Because imitation is the sincerest form of flattery



There's homage and there's outright copying, and *Foggle* comes so close to the line that we wouldn't be surprised if it disappears under the force of Parker Brothers' lawyers.

Despite this, *Foggle* remains a solid enough, albeit shameless, Boggle clone. However, it lacks the polish of the better, similar word games in this price range, such as *WordFu* or, ... you know, *Boggle*. Those are much better choices and not just because they're likely to stick around for future support.



■ Handily, *Foggle* gives you a list of missed words after each round. That's a feature we'd like in more games of this type.

Ratings

Longevity ★★★ Fun factor ★★★ Controls ★★★ Value ★★★

Overall Rating ★★★★★

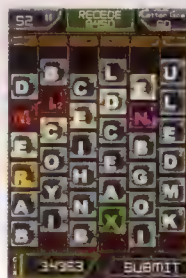
Price: £1.19/\$1.99 Developer: Digital Chocolate

Woxel

This is how you do an indie puzzle game



Woxel is an extremely polished little word-based puzzle game in which you create words from adjacent tiles to make them disappear and allow fresh ones to drop in. Despite the resemblance to certain other console games, there's no real scope for combos or high-level play. But that was our only real quibble, we're actually rather fond of *Woxel*. Other iPhone word games could learn from its massive dictionary, which boasts over 200 thousand words.



■ Although limited in scope, *Woxel* is a really addictive word game.

Ratings

Longevity ★★★★★ Fun factor ★★★★★ Controls ★★★★★ Value ★★★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: Digital Chocolate

Spelltris

Our princess is up another tower



■ The story is throwaway nonsense, but it's another mode that most word games lack.



Spelltris is another game based around creating words from a grid to make the tiles disappear, but what puts it above the countless other similar titles is the amount of care put into the interface and giving it that Apple level of polish. Shaking the phone will mix up the letters if you ever find yourself in a corner, for example, and you'll also find a variety of achievements to unlock for particularly good play. Recommended.

Ratings

Longevity ★★★★★ Fun factor ★★★★★ Controls ★★★★★ Value ★★★★★

Overall Rating ★★★★★

The complete A-Z of

App Store Action

Armado.....	13
Assassin's Creed.....	15
Blades Of Fury.....	9
Brothers In Arms.....	13
Cannon Challenge.....	11
Doom Resurrection.....	15
Duke Nukem 3D.....	10
Gangstar.....	14
Kroll.....	10
Metal Gear Solid Touch.....	8
Minigore.....	12
Penetrator.....	14
Resident Evil 4.....	9
Wild West Guns.....	11

App Store Adventure

Aurora Feint.....	23
Duck Shoot.....	19
Dungeon & Hero.....	23
Flight Of The Amazon Queen.....	25
Hero Of Sparta.....	20
Nicky Boom.....	20
Pocket God.....	19
Rolando 2.....	21
Shift.....	25
Space Ace.....	21
Spider.....	22
The Quest.....	24
The Secret Of Monkey Island.....	18

App Store Arcade

Alien Crisis.....	33
Classic Qong Arcade.....	34
Clusterball Arcade.....	29
Crazy Penguin Catapult 2.....	31
Neostrike.....	34
Parachute Panic.....	30
Peggle.....	32
Siberian Strike.....	35
Space Deadbeef.....	31
Space Invaders: Infinity Gene.....	28
Squibs Arcade.....	29
Star Trigon.....	33
Streets Of Rage.....	35
Tankz.....	30

App Store Board

B-gammon.....	39
Battleships Classic.....	45
Big Bang Board Games.....	39
Cluedo.....	42
Cyber Chess.....	40
Domino.....	41
Labyrinth.....	44
Lux DLX.....	38
Minesweeper Classic.....	41
Monopoly.....	44
QConnect.....	43
Reversi.....	40
Shanghai Mahjong.....	45
Sudoku Challenge.....	43
Tic-Tac-Toe Free.....	45
Trivial Pursuit.....	45

App Store Card

12 Solitaire Games.....	49
Aces Up.....	50
Blackjack Revenge.....	48
Card Ninja.....	50
Higher Or Lower.....	49
Pair Up.....	53
Playing Cards.....	53
Super 5 Poker.....	51
Super Trumps Trains.....	51
Uno.....	52



Classic card games reviewed.

App Store Casino

Astro Slots.....	59
Boozey Slot.....	58
Caribbean Stud Poker.....	61
Craps Deluxe.....	56
Durak.....	59
Flush.....	60
Spins.....	61
Texas Pick'Em.....	57
Totem Quest Slots.....	57
Touch Slot.....	58

App Store Dice

10,000.....	67
Burning Monkey Casino.....	69
Face Pile.....	66
iFarkle.....	66
Pass The Pigs.....	64
Puzzle Star.....	69
Triple Dice!.....	65
TRPG Dices.....	65
Yahtzee Adventures.....	68
Zero Out.....	67

App Store Educational

Amazing X-Ray.....	74
Brain Age Memory.....	73
Brain Challenge.....	72
Clock4Kids.....	76
Etch A Sketch.....	73
FlipEggs.....	77
Knight's Tour.....	75
Math Magic.....	75
Mental Age.....	74
Pi Brain.....	77
Stroop.....	76

App Store Family & Kids

Amoebas.....	85
Ancient Frog.....	84
Crazy Monkey Spin.....	86
Drip Drop.....	87
iGlider.....	81
Lego Batman.....	81
Micro Mayhem.....	82

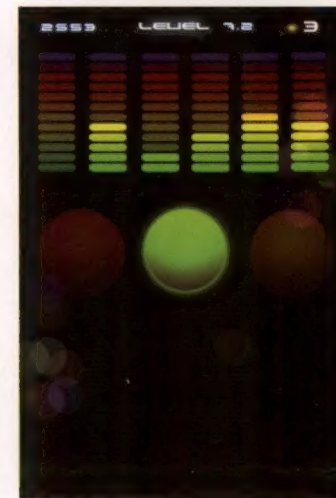
Ms Pac-Man.....	82
Must.Eat.Birds.....	87
Reactions.....	86
Sheep Launcher Plus.....	83
Sliderz.....	85
Sneezies.....	80
Spot The Difference.....	83

App Store Music

DJ Mix Tour.....	94
Guitar Rock Tour 2.....	93
Juke Box Champ.....	92
Melodica.....	92
Mevo And The Grooveriders.....	91
Phone Rider.....	91
Rockstars Live.....	95
Tap Tap Revenge.....	90
Taps Of Rock.....	95
Zaptap.....	93



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iPhone Game Apps

Index

App Store



App Store Puzzle

Aqua Antics	101
Block Touch	105
Brick Free	100
Burning Monkey Puzzle	99
Golden Path	105
iBall 3D	103
Monkey Ball	104
Nintaii	103
Qbert	104
ReMovem	101
Saqqarah	102
Tetris	105
Topple	99
Totem	105
Touch Physics	102
Trism	98
Zen Bound	100

App Store Racing

Asphalt 4	111
Days Of Thunder	115
DrawRace	108
Fast And Furious	115
Fastlane Street Racing	111
Finger Sprint	115
GTS World Racing	109
Krazy Kart Racing	114
Line Rider	113
Moto Chaser	109
Need For Speed	112
Racing Live	110
Raging Thunder	110
Real Racing	114
Space Buggy	115
Street Racers	113

App Store RPG

2 Minutes	119
Frotz	120
iMafia	121
iSuperstar	119
Mass Effect Galaxy	118
Mecho Wars	120
Pocket Hero	119
Rogue	122
Star Command	123
The Myth Of Heroes	119
Underworlds	123
Wolfenstein	121

App Store Sim

Awesome Ball	135
Beer Pong	135
Fashion Mogul	130
Fish Tycoon	134
Flight Control	130
Fuzz Friend	135
Gunsta	135
Modern Combat	134
Paper Toss	129
Pencil Doodle	131
Sea Patrol	133
Sim City	132
Skycoaster	129
The Sims 3	128
TriDefense	131
You Garden	133

App Store Sport

2XL Supercross	145
Ace Tennis	141
Arcade Hockey	145
Championship Manager	143
Ferrari GT	144
Flick Fishing	140
International Snooker	141
iPing Pong	140
Killer Pool	139
Let's Golf	143
Madden NFL 10	142
Real Football	139
Street Ball	144

Ten Pin Bowling	145
Tiger Woods	142
X2 Football	138

App Store Strategy

Airport Mania	155
Bombberman Touch	149
Civilisation Revolution	152
Critter Crunch	153
Earth And Moon	153
Knight Onrush	151
Lemonade Tycoon	155
Mafia Wars	154
Orions: Legends Of Wizards	150
Pocket Tanks	154
Spore	149
Stick Wars	151
Tap Defense	150
Worms	148

App Store Trivia

Bust-A-Myth	164
Horse	161
Know Your Flags	165
Movie Challenge	165
Name That Song	163
Pub Trivia	165
Realtor	163
Shake And Ask	159
Spiral Hypno	161
The Oregon Trail	160
The Price Is Right	162
Trillionaire Trivia	159
Trivia Quest	164
Trivia Wars	158
True Or False	165

App Store Word

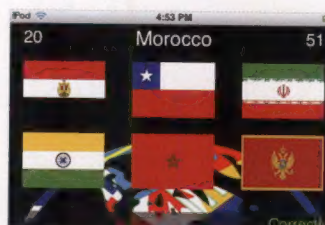
Anagrams	175
Boggle	173
Bookworm	173
Foggle	175
Free Word Warp	169
iHangman	174
iType Racing	172
Scrabble	168
Scramboni	171
Spelltris	175
Word Jong	170
WordFu	170
Words With Friends	171
Wordsearch	174
Woxel Word Game	175
Wurdle	169



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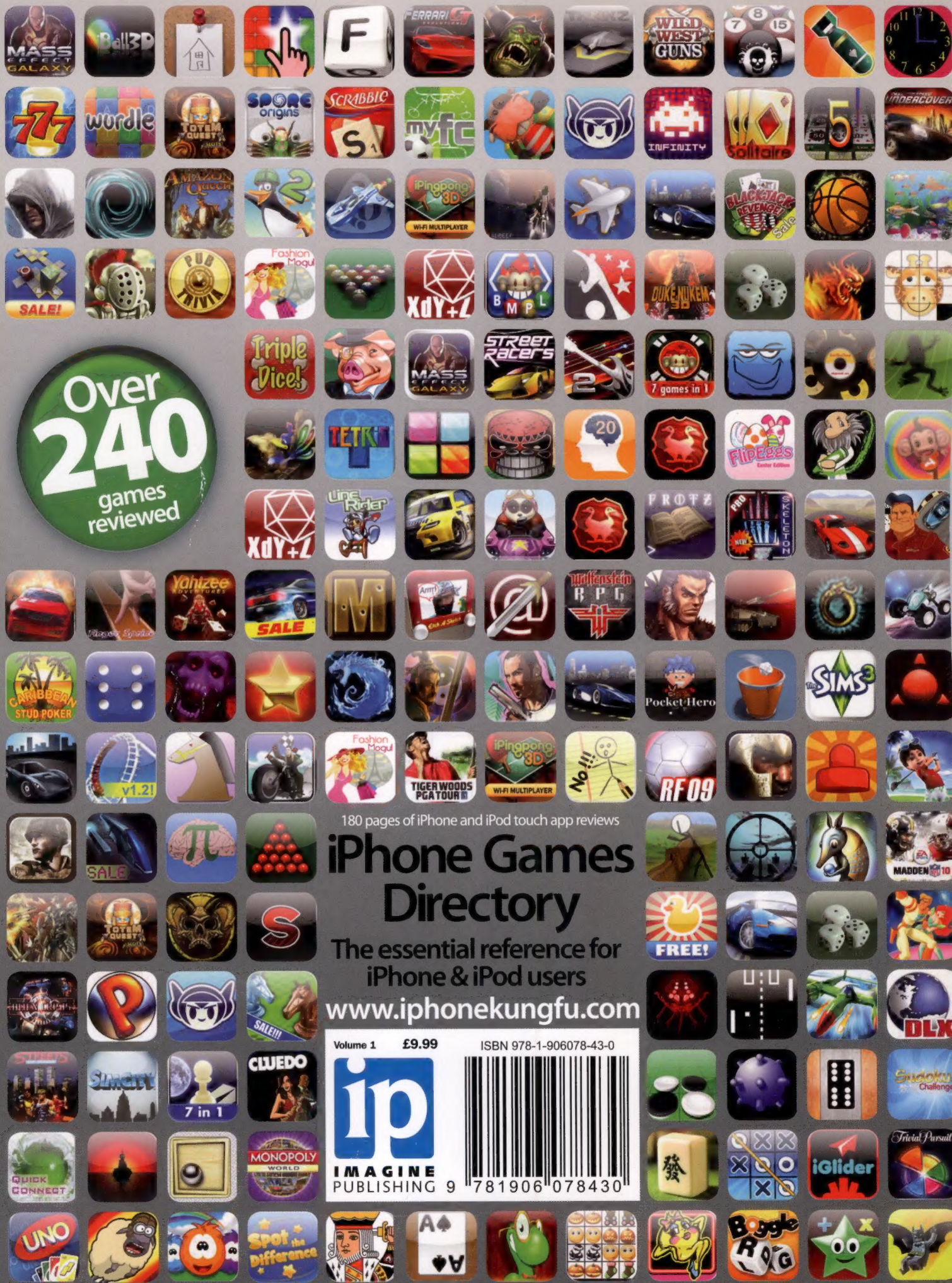


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